

BRITAIN'S BEST

COMPUTING MAG!

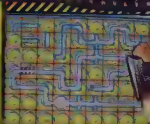
FEBRUARY 20 1993

DM 7.90

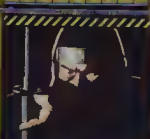
# COMPUTER +video GAMES

## DIE HARD IT'S WELL NEEDED!

**EXCLUSIVE!**  
**PIPE MANIA!**  
**ADDICTION**  
**BEYOND**  
**BELIEF!!!**



**EXCLUSIVE!**  
**SUPER**  
**SHINOBI**  
**AMAZING**  
**MEGADRIE**  
**ACTION**



**SPACE ACE**  
**INCREDIBLE**  
**CARTOON**  
**QUALITY**  
**GRAPHICS!**



**WIN!!!**  
**A BRILLIANT**  
**PC ENGINE SO**

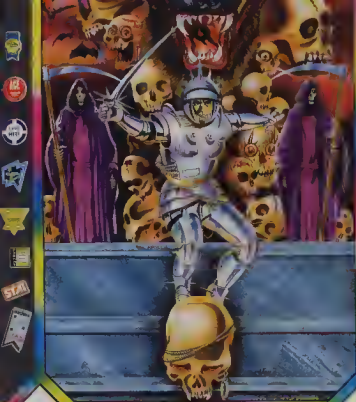
**BRILLIANT NEW CONSOLE**  
**GAMES REVIEWED...**  
**MR HELI • FORGOTTEN WORLDS**  
**MEGA MAN • LIFE FORCE**

**INTO THE 90s WITH...**  
**PH47 & 3-GUT**  
**LITTLE SQUADRON**



9 770261 369017

02



# GH0ST5 n' GH0ST5™

MICHAEL JACKSON™



# MOONWALKER™

**CAPCOM™**

CBM64/128 & AMSTRAD  
-CASSETTE & DISK  
SPECTRUM 48/128K.+2-CASSETTE  
ATARI ST & IBM AMIGA-DISK



**HITMAKER**

**U.S. GOLD**

**CHARTBUSTER**



CBM64/128 & AMSTRAD  
-CASSETTE & DISK  
SPECTRUM 48/128K.+2-CASSETTE  
ATARI ST, IBM AMIGA, IBM PC-DISK

**U.S. GOLD**

U.S. GOLD LTD  
UNITS 2/3 HOLFORD WAY HOLFORD  
BIRMINGHAM B6 7AX TEL. 021 825 3388

# SEGA®

CBM64/128 & AMSTRAD  
—CASSETTE & DISK  
SPECTRUM 48/128K, +2—CASSETTE  
ATARI ST & CBM AMIGA—DISK



## TURBO OUT RUN™



# WARRIORS AND

# GOLD®

# BREAKERS



## STRIDER™



CBM64/128 & AMSTRAD  
—CASSETTE & DISK  
SPECTRUM 48/128K, +2—CASSETTE  
ATARI ST, CBM AMIGA, IBM PC—DISK

# CAPCOM™

SCREENSHOTS  
TAKEN FROM VARIOUS SYSTEMS





# ONTENT

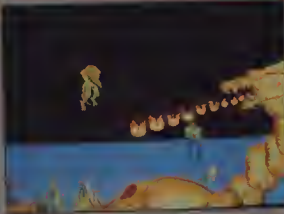
**OOPS! NO CORPS!!**

Sorry folks! But there's no Corps comic strip this month due to the artist, Jerry Paris, being ill with the dreaded flu. But don't worry, next month the story will continue..

## MEAN MACHINES

82

Wo-o-ow! Nine pages of incredible console reviews, including Super Shinobi and Forgotten Worlds on the Sega Megadrive, Mr Hell on the PC Engine and Track and Field II, Life Force (or Salamander as British players know it better) and Mega Man on the Nintendo!



## CONTENTS & CREDITS

[illegible]

Surprise, surprise:  
Joe says he's in  
Christmas hot days  
playing games. He  
did stop once to try  
and get a lego set  
on the Christmas lu-  
cky buffalo #1  
and anywhere to  
give a lovely



THEY'RE BACK...



双截龍

DOUBLE DRAGON

The Revenge



IBM



AMIGA



ST



64



SPT

AVAILABLE ON

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£19.99
CBM 64 CASS	£9.99
CBM 64 DISK	£14.99
SPECTRUM CASS	£9.99
SPECTRUM +3	£14.99

COMING SOON!

AMSTRAD CASS	£9.99
AMSTRAD DISK	£14.99



VIRGIN GAMES • 2-4 VERNON YARD  
119 PORTOBELLO ROAD • LONDON W11 2DQ

COPYRIGHT © 1988 AMERICAN TECHNIKS INC. ALL RIGHTS RESERVED.  
AMERICAN TECHNIKS INC. "DOUBLE DRAGON" & "THE REVENGE"  
THIS GAME HAS BEEN MANUFACTURED UNDER LICENSE FROM AMERICAN TECHNIKS INC.

## TRIPPING THE LIGHT FANTASTIC

Like Rainbow Arts last year, Code Masters have just announced the completion of a Compact Disk loader for the Spectrum, Commodore or Amstrad CPC machines, which loads games in around 40 secs. Garth Sumpter spent a day on the Code Masters farm to see how they did it all...

Okay, so everybody wants to load stuff into their computer faster than a tape, but nobody wants to shell out the money for a disk drive. Now Code Masters have come up with a solution - an adaptor which provides an interface between your computer and a normal compact disk player and turns it into a sort of disk drive, the only difference being that you can only load games - you can't actually save anything onto the disk. The interface comes with a CD-Rom (which is basically a normal CD) containing 30 Code Masters games, and costs just five pence under £20 - a bargain! So how does it actually work?

### THE CD SIDE OF LIFE

The program is stored on CD in digital format, and when played the program whizzes down the wire

(you can listen to it if you like, but it's horribly screechy and will more than likely burst your ear drums). But the computer can understand it, and with its processor working flat out to interpret the signal into computer code, the end result is a loading time of well under half a minute in some cases!

### MOVING IN STEREO

On the C64, to make things even faster the accurate stereo effect from the CD is utilised to send two separate signals - one which is the data and another which acts as timing pulse, telling the computer to read the signal at a point when it is strongest, making it more accurately interpreted by the processor as a 1 or a 0. Consequently loading is virtually error free, and code can be crammed into the machine even faster than the Spectrum!

### INTO THE FUTURE

The application of the CD system is totally up to software developers. But one thing's for sure - it has plenty of potential. Hundreds of megabytes of information can be squeezed onto the disk - far more than a conventional computer disk - and since loading time is short, far more graphics and sound information could be stored for games. Imagine a game with minutes of digitised speech or amazing digitised graphics! It could happen. Keep watching this space.

### WHAT'S ON

#### THE SPECTRUM PLAYLIST

3D Starfighter, Arcade Flight Simulator, ATV Simulator, Bigfoot, BMX Dirt bike/Freestyle/Quarry Racing Death Stalker, Dizzy 1, Dizzy II, Eleven-a-side, Fast Food, Fruit Machine Simulator, Ghost Hunters, Grand Prix Sim II, Indoor Soccer, International Rugby Simulator, Jet-ski: Easy/Hard, Molo X, Ninja Massacre, Pinball, Pro Skateboard Simulator, Pro Ski Simulator, Robin Hood, Soccer Skills, Snooker Simulator, Street Soccer, Street Gang Football, Super Stuntman, Twin Turbo V6 and Vampire.

#### THE C64 PLAYLIST

BMX Simulator, Pro Skateboard Simulator, Super Robin Hood, Grand Prix Simulator, Vampire, Poltergeist, Red Max, Fruit Machine Simulator, Ninja Massacre, Magnum Force, Rugby Simulator, Super Stuntman, Lazer Force, BMX Freestyle, Super G-Man, Dizzy, Ghost Hunters, Advanced Pinball Sim, Thunderbolt, Cosmonaut, Arcade Flight, Moto X Sim, SAS Combat Sim, ATV Sim, Pro Ski Sim, Super Hero, Treasure Island Dizzy, BMX 2 Dirt Track, BMX 2 Quarry, Street Soccer, Indoor Soccer and 11-a-side Soccer. There's also a sound test on track 1 to assist in setting the volume.





## EMLYN NEWS

It's not every day that you get to meet a big star of the software reviewing world like Paul Rand. Recently it was the turn of this lucky young lad, who said his name was Emlyn. As you can see from the picture, cheeky Mr Rand likes nothing better than to entertain his fans, and even managed a cheery smile for the camera as he and Emlyn quaffed at The Hog's Grunt Inn, Cricklewood.

After a few jars, the conversation turned to software and, his tongue loosened by the vino,

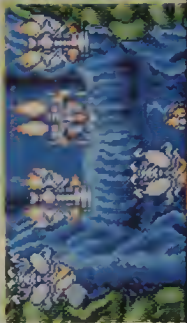


Emlyn revealed that he had actually starred in a computer game himself! Not only that, he said he was soon to appear in another one! Emlyn is licensing his (rather unusual) name to Audiogenic for their latest product, also pictured here. It's a general knowledge trivia quiz game similar to those "Give Us A Break"/"Suit Pursuit" machines found in public houses across the land, but with a bit of board gaming thrown in for laughs. The game is out on all formats at the end of January, and goes under the name of Emlyn Hughes' Arcade Quiz. Hang on... Emlyn Hughes! Didn't he used to be famous...? Blimey...



## DARIUS DUNCE

Teeny mistakelet In last month's review of Darius+. The Amiga version retails at £24.99, and not the £19.99 stated. Apologies to The Edge. No apologies to Paul Glancey, who made the mistake and has since been hung up in the Ed's garden to feed the blue tits.



## WHERE'S THE KONIX?

Where indeed? After numerous telephone enquiries from inquisitive punters we decided to find out what had happened to the Konix Multisystem, which was supposed to be in the shops in time for Christmas. A spokesperson for Konix was only able to tell us that the machine with the original specifications would be on sale for £229, some time during the first quarter of 1990. "It was an ambitious project," said a Konix spokesman, "and with ambitious projects complications tend to crop up and hence the delay." Oh dear.



## MORE DOMARK BONDAGE

Our spies in the industry tell us that Domark have bought up the license for another James Bond movie, but unfortunately, because Cubby Broccoli isn't bringing out a new film for a couple of years, they've plumped for 007's outing of several years back, The Spy Who Loved Me. The game is currently in the story boarding stages, but you can expect to be skiing off cliffs and racing about in a missile-firing Lotus Esprit around next July or August.



# Bloodwych



**ARGUE! BARTER!  
LIE THROUGH  
YOUR TEETH!!!**



Atari ST Screen Shot



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task: to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamed of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

**HOW WOULD YOU FEEL  
IF YOU DIED, MISSED  
THE ENTIRE HUMAN RACE,  
THEN WOKE UP TO FIND  
THAT THE CAT IS BETTER  
DRESSED THAN YOU ARE?**

Find out in

# **RED DWARF**

GRANT NAYLOR

**INFINITY**  
WELCOMES  
CAREFUL DRIVERS

**The novel that boldly goes  
on where Voyager 11  
runs out of petrol.  
OUT NOW IN PENGUIN**

£3.99



## **IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?**

We do.

The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to the address below.

Advertising Standards Authority,

Department X, Brook House,

Torrington Place, London

WC1E 7HN



This space is donated in the interests of high standards in advertisements

THE



If you don't get them....

THE  
**PUNISHER**



....they'll get YOU!

T&T

Derive (c) 1987 T&T Corporation. Game enhancement and coding  
(c) 1988 The EDGE/Seitek Inc Ltd. All rights reserved.  
THE PUNISHER  
Copyright (c) 1988/1989, Marvel Entertainment Group Inc.

The EDGE, 36/38 SOUTHAMPTON STREET, COVENT GARDEN, LONDON WC2E 7HE Tel: 01-831 1001

# C+VG HOTLINES

## LINE ONE

**0898 334 150**

**WIN SOME FAB  
EMLYN HUGHES  
STUFF!!!**

Eee, I know it! I know it! Aah, you may know it Emlyn, but will our readers? We'll find out when they ring our Audiogenic Comp-Line in the hope that they win one of the aorting prizes in this brilliant Emlyn Hughes Giveaway. To celebrate the footy sim'a 48 weeks in the chart, two signed copies of International Soccer complete with autographed Emlyn posters are up for grabs for the first prize winners, with eight copies of the game available to the runners-up. So do your funky dialling stuff and answer the easy-peasy questions which abound!

## LINE TWO

**0898 555 537**

**WIN A HUNDRED  
QUID'S WORTH OF  
GAMES!**

Yes folks, it's yet another of those mega £100 giveaways, courtesy of us lot here at C+VG! No matter what machine you own, if you're the winner we guarantee you months of gaming fun at the expense of your fave games mag! So don't delay, phone us today!

## LINE THREE

**0898 555 538**

**WIN A SEGA MEGA-  
DRIVE!!!**

We think we've given away more than enough PC Engine over the past few months, so this time we turn to that other mean machine, the scrumptious Sega Megadrive! If you take your gaming seriously, you'll know that to miss out on the chance to win this amazing 16 bit console would be tantamount to, well, doing something very silly indeed. And all you've got to do is put yer finger in the little hole on the front of your telephone and give us a call!

## LINE FOUR

**0898 555 539**

**WIN COPIES OF X-  
OUT! OOOH!!!**

Fifteen copies of Rainbow Arts' HIT-rated shoot 'em up, across all major formats, can be won this month! And there's never been an easier way to be in there with the best of 'em. Get on the blower, ring the number shown above, answer the questions, and keep your fingers crossed. Easy!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (STANDARD RATE) AND 25P (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

Software Classics

# SENSATIONAL VALUE



	Ami	Ami cart	Ami disk	CGA cart	CGA disk	IBM 5.25	IBM 3.5	Spec cart	Spec disk	ST
Empire	•									•
Fast Break				•	•	•				•
Fusion	•									•
Pegasus		•	•						•	•
Rack'em				•	•	•				•
Serve & Volley					•	•				•
Starfleet	•					•	•			•
T.K.O.				•	•					•

£9.99 16-bit

£6.99 8-bit disk

£2.99 8-bit cassette

Electronic Arts 11-49 Station Road  
Langley, Berks SL3 3YN Tel 0753 45442

ELECTRONIC ARTS

# C+VG'S FAVE GAMES OF THE 80'S

Now we're into the 90's, the C+VG fads have decided to get together and reveal their favourite games of the last decade. You might agree with them. You might not. In which case why not write in to the YOB saying what your favourites are and why. There's a special prize for the best letter we receive on the subject.

## PAUL RAND

Yeah, it's a tough choice. But there are mine, and we got them in order.

### 1. GUNSHIP

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 2. OPERATION WOLF

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 3. OUTRUN

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 4. RAMBO

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 5. MONSTER MAZE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 6. SUPER MARIO BROS.

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 7. DUEL

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 8. PRAISE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 9. RAMPAGE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

## PAUL GLANCEY

There's no doubt about my number one favourite game, but choosing the rest was a difficult decision.

### 1. DUNGEON MASTER

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 2. CITE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 3. SUPER MARIO BROTHERS

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 4. UNITE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 5. WHEEL

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 6. IN ANAPO 15500

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 7. DELTA

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 8. TILT'S

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 9. GULS N GHOSTS

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### 10. PIN DOWN

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

## JAZ RIGNALL

A very difficult choice, there are loads of games which still play, and the following ones are just a few of my favourites - no particular order.

### IMPOSSIBLE MISSION

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### ANY EUGENE JARVIS CON-

OP  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### BOULDERDASH

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### TETRIS

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### SAVING JOY

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### ANCIPITAL

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### SM CITY

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### INDY 500

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

### DROPZONE

(C64)  
I've never seen a better example of a game that is both a masterpiece of design and a masterpiece of programming.

# NEW! FROM ENCORE...

**BUGGY BOY**  
© 1987 ELITE SYSTEMS LTD.  
ORIGINAL GAME DEVELOPED  
BY TATSUMI. LICENCED FROM  
DATA EAST USA INC

**CRITICAL MASS**  
© 1989 ELITE SYSTEMS LTD.

**SPACE HARRIER**  
© 1986 Elite Systems International Ltd  
© 1985, 1989 Sega Enterprises Ltd.

This game has been manufactured under licence  
for Sega Enterprises Ltd, Japan. Space Harrier  
and Sega are Trademarks of Sega Enterprises Ltd.

Game	Format	Price	Release Date
BUGGY BOY	Spec.	£2.99	02.12.89
	C&A	£2.99	
	Asia	£3.99	
SPACE HARRIER	Spec.	£2.99	02.12.89
	C&A	£2.99	
	Asia	£2.99	
CRITICAL MASS	Spec.	£1.99	23.1.90
	C&A	£1.99	
	Asia	£1.99	



# ENCORE

Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands  
WS9 8PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408



# CYBERBALL



October 2006 Paul 'Butter' Kewin banned for  
unsportsmanlike conduct

September 2008 Random blood testing enforced

October 2008 Biologically repaired players take  
legal action

November 2016 League office disbanded, first  
completely cybernetic player  
injured. Model ST32 gains 382  
yards rushing in its first game. But  
loses an arm in the process

January 2023 The last human to play the game  
Dave 'Rocket' Ralston decapitated  
by a face-masking violation

FOOTBALL IN THE  
21st CENTURY

Programmed by: GIGAWATT

© 2008 Tengen Inc. All Rights Reserved. \*Tengen Inc. Licensed by Donkey Ltd.

Also on 51 Superstore

## CYBERBALL



## TENGEN

The Name in Cuts - Or Conversions.

## DOMARK

Published by COMARK LTD, Ferry House, 51 St Lucy Road  
London SW15 1TR Tel: 01 780 2224  
Available on: IBM PC, Atari ST, Amiga, Commodore 64,  
Cassette & Disk, Android, Casio, & Onix, Spectrum +  
Spectrum 48/128

# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different areas:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites lively? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words, is it worth the money?

### PLAYABILITY

This tells you how addictive and enjoyable the game is. The higher the rating, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

### 85+

A C+VG HIT! An outstanding game that shouldn't be missed.

### 70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

### 55-69

Average to fairly good. Could still appeal to fans of the genre.

### 40-55

Below average to average. Generally a disappointment.

### 15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

### 14-

Ugh! Bittery sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

### PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



## REVIEWS

### SPECTRUM

BARRINGTON'S SQUASH	56
SHARK	56
SAILING	57
RENEGADE	60
PREDATOR	60
COMBAT SCHOOL	61
PING PONG	61
SUPER TANK SIMULATOR	61

### AMSTRAD

PSYCHO CITY	56
BARRINGTON'S SQUASH	56
WAR MACHINE	57
SAILING	57
RENEGADE	60
PREDATOR	61
COMBAT SCHOOL	61
PING PONG	61

### C64

BARRINGTON'S SQUASH	56
SHARK	56
STREET HASSLE	57
SAILING	57
RENEGADE	60
PREDATOR	60
COMBAT SCHOOL	60
PING PONG	60

### ST

P47	37
DRAKKHEN	54
AQUANAUT	63

### AMIGA

PIPELINE	34
BATTLE SQUADRON	38
DRAKKHEN	54
ALADDIN'S MAGIC LAMP	56
SPACE ACE	76

### PC

DIE HARD	18
BATTLE OF BRITAIN	40

### NINTENDO

WIZARDS AND WARRIORS	82
MEGA MAN	83
LIFE FORCE	84
TRACK AND FIELD II	86
COBRA TRIANGLE	69

### PC ENGINE

MR HELI	88
---------	----

### MEGADRIE

KUJAKU II	90
FORGOTTEN WORLDS	91
SUPER SHINOBI	92

## C+VG HIT!

### REVIEWS

#### DIE HARD 18

Thrilling PC arcade adventures with a cheeky Bruce Willis sneer, in the game of the groovy movie.

#### PIPELINE 34

Empire bring you a superb Amiga puzzle game which will drive you "plumb" crazy!

#### X-OUT 44

Beautiful, megablasty Amiga action from some crazy German gamers at Rainbow Arts.

#### MEGAMAN 83

Fiendishly addictive superheroes-on-platforms craziness on the Nintendo.

#### LIFE FORCE 84

At last, the Nintendo conversion of the Salamander coin-op makes it to British shores!

#### TRACK AND FIELD II 86

Not only the best Nintendo sports-mim, this is one of the best on any computer!

#### MR HELI 88

Superb PC Engine version of the supercar from coin-op.

#### FORGOTTEN WORLDS 81

One or two player shooting fun in this marvellous Megadrive conversion.

#### SUPER SHINOBI 92

Megadrive Ninja magic! Kicks the coin-op's art over the best 'em ups!



# DIE HARD

BY ACTIVISION

It's Christmas Party time at the Nakatomi Corporation's new office block. Employers and staff make merry together on the 32nd floor of their high-rise headquarters, eating, drinking and dandling the night away, little knowing that a terrorist organisation has evaded the building's security systems, locked the doors and is about to gate-crash the function, guns blazing. Led by one Hans Gruber, the terrorists are demanding the \$600m worth of bearer bonds, held inside the company's seven vaults, otherwise a massacre will take place. The idea was flawless. Almost.

John McClane, an off-duty New York police officer is inside the building, visiting his estranged wife, Holly. Carrying nothing save his regulation pistol, he ducks into the

bathroom on the 32nd floor to weigh up the situation. And what a situation! The only way to save the hostages and foil the terrorists' plan is to deactivate the security seal which is locking the door leading to the roof. Once on the roof, he must swing to a building opposite, then from that building crash through the window to level 33 of the Nakatomi offices, negotiating the Board Room to reach level 34, then back to the roof before climbing down to a lower floor to tackle head honcho, Hans. Throughout the building are terrorists which need to be eliminated, both to stop them from killing McClane and to collect the weapons and other useful objects which they possess. A vertical bar represents McClane's energy level, which decreases when shot or punched by a terrorist.

Extra energy can be gained by using the first aid kit on level 32, or by eating the food carried by some of the enemy. On reaching Gruber, McClane finds that the evildoer is holding Holly at gunpoint - precise pistol packing is the order of the day if Hans is to get his just deserts.

The most striking aspect of what could have been a fairly average arcade adventure is the amazing 3D graphics system implemented in Die Hard. Each room is littered with tables,



▲ This is no time for a sit-down



▼ Ah, a map! Now, where are



# RD



on the hell-ped!



the stairs...?



your bathroom security-finge



▲ Hal Anothemug plugged!



chairs and other office furniture and, although these items are only there as adornment and cannot be interacted with, they add atmosphere and realism to the game. Frame update is very fast, even on slower PCs than the 26MHz one which we have in the office, and your character is quick to respond to joystick or keyboard movements. As bullets are in limited supply, McClane has the ability to fight unarmed which, while useful when against non-gun-toting terror-

ists, makes the harder when confronting an Uzi-packing bad guy, so strategic elements also feature in Die Hard, insofar as deciding whether to boot the baddies, risking loss of energy, or simply to fire off a few rounds in the hope that you'll find more ammo later in the game.

The PC has seen something of a surge of quality releases lately, across a wide range of genres. What with last month's awe-inspiring Indy 500 and now the graphically excellent, not to mention highly playable Die Hard to name but two, PC owners are in for a very happy New Year and beyond. It's just a pity that the main spite and, indeed, the bloke on the box, looks nothing like Bruce Willis at all! (Surely that's no disadvantage?) Ed

PAUL RAND

## UPDATE

At the moment Activision's USA programmers are only converting Die Hard to the C64 which is a bit of a shame. Expect that version early in the new year

PC	£24.95
GRAPHICS	89%
SOUND	62%
VALUE	80%
PLAYABILITY	81%

Featuring superb graphics as well as a challenging quest to beat the terrorists, Die Hard ranks as one of the better games on the PC.

**OVERALL 80%**

# DIE HARD

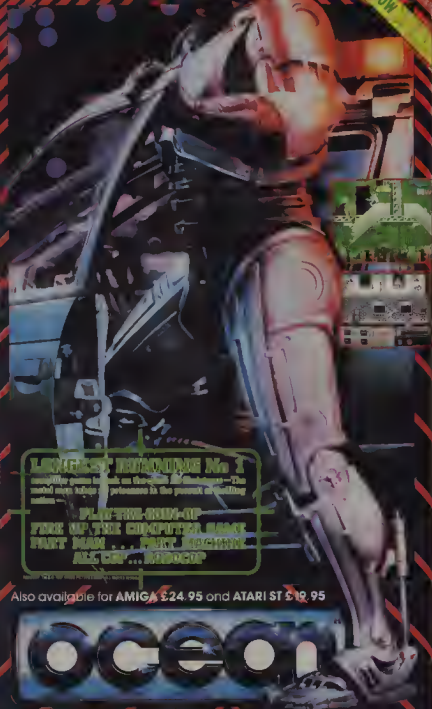
**THE MOST EXCITING  
FILM OF THE YEAR  
NOW FOR YOUR HOME MICRO**



**ROBOCOP OUT NOW**

# ROBOCOP

THE FUTURE OF LAW ENFORCEMENT



## LONGEST RUNNING No. 1

computer game in the UK & Ireland - The metal man helps the police in the pursuit of killing crime.

**PLAY THE GUN-UP  
FIRE UP THE COMPUTER GAME  
PART MAN ... PART MACHINE  
ALSO IN ... ROBOCOP**

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM  
**£9.95**  
COMMODORE  
**£9.95**  
AMSTRAD

# Ocean

# MISSION alpha

YOUR MISSION WILL BE PERILOUS AND RICHED WITH EXCITEMENT AS YOU RIVAROUND THE GALAXY ENCOUNTERING TITANIC BELTS HOSTILE ALIENS & THE BLIND HOLE

FIND THE PRESIDENT TO SAVE THE EARTH FROM ALIEN HOARDS

**0898 666 198**

© TALK AND MEDIA. EVERY GET ART CALLS COST 10P/HR. HIGHER RATE, 30p/HR OTHER TIMES

## SUPERVISION ELECTRONICS

13 Mansfield Road, Nottingham NG1 3FB  
Tel: 0602-475151 Fax: 0602-475353

Nintendo

PC Engine

SEGA

MEGA DRIVE

I

- Sega Megadrive PAL (incl. 1 game) ..... £195
- Sega Megadrive Start (incl. 1 game) ..... £185
- PC Engine PAL (incl. 2 games) ..... £159
- PC Engine Start (incl. 2 games) ..... £149
- CD ROM Unit (incl. 2 games) ..... £350

# Nintendo

Dedicated Nintendo Mailorder Service.

Comprehensive range of  
Nintendo Software,  
Hardware and Peripherals

Light Gun Sight  
Cartridge Storage Cases  
Joysticks

Send S.A.E.  
For Free Newsletter,  
Price List & Order Form.  
Trade Enquiries Welcome.

**DGM**

01-637 5735

DE GALE HARRINGTON LTD  
81 PETERHAM COURT RD  
LONDON  
W1A 1ET

# KEY SOFTWARE

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA  
IMMEDIATE DELIVERY OF STOCK ITEMS BY FIRST CLASS POST  
24HR HOTLINE 0407 50609 NEW TITLES SENT DAY OF RELEASE

SPECTRUM	CASE	DISC	C64	CASE	DISC	AMSTRAD	CASE	DISC
IMP. DYNAMIX	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
ACTION FIGHTER	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
ALIEN INVADERS	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
SEARCH FOR THE MOON	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
REDDOCTOR	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
CHANGING CHESSES	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
CONQUEST OF THE MOUNTAINS	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 2	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 3	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 4	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 5	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 6	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 7	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 8	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 9	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 10	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 11	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 12	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 13	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 14	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 15	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 16	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 17	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 18	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 19	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 20	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 21	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 22	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 23	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 24	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 25	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 26	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 27	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 28	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 29	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 30	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 31	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 32	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 33	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 34	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 35	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 36	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 37	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 38	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 39	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 40	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 41	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 42	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 43	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 44	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 45	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 46	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 47	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 48	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 49	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 50	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 51	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 52	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 53	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 54	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 55	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 56	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 57	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 58	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 59	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 60	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 61	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 62	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 63	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 64	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 65	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 66	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 67	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 68	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 69	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 70	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 71	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 72	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 73	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 74	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 75	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 76	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 77	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 78	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 79	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 80	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 81	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 82	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 83	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 84	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 85	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 86	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 87	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 88	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 89	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 90	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 91	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 92	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 93	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 94	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 96	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 97	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 98	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 99	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95
THE GREAT CRASH 100	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95	£1.95

	ASA	ST	PC	AMIGA	ST	PC	
AL TERNER BEAST	10.95	12.75	—	MOONWALKER	10.75	10.75	—
ALIEN INVADERS	10.95	10.95	—	MYSTERY	10.95	10.95	—
BLACK WARRIOR	10.95	10.95	10.95	NEW ZEALAND	—	—	—
BOB THE BOMB	10.95	10.95	—	ON THE EDGE	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	RAMBLA WARRIOR	10.75	10.75	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW	10.95	10.95	—
BOB & COMPANY	10.95	10.95	—	REAR VIEW			

# Mail Bag



Hello folks, and welcome to the first Mailbag page of the 1990's. YOB's here once again to sift through his bulging sack (mail sack, that is) and snower a heap of letters. If you've got anything to say, be it witty or not, questions or answers or whatever, send your stuff to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

## THE EMPIRE STRIKES BACK

Dear YOB

Yes, I'm back and this time I've brought my Dad (as well as Yoda!) Well, you will probably be highly excited to learn that we have, in fact, swapped our Aquarius for a couple of Amigas (with change to spare). The main reason for this is that we have joined a 'Cracking Team'. We call ourselves the Street Tough Street Cred Bunk Bed Brain Deed Cracking Talent. Good, huh? We feel we must share our great cracking knowledge with Joe Public (hi Joe) so here is a typical page out of Yoda's Cracking Diary.

MONDAY, 27TH NOVEMBER, 1989 AD

6:00 AM: Woke up. Phoned Darth Vader for his latest cracks.  
6:01 AM: Started to clean up

after last night's Copy Party. Like the Dutch Piracy Software Federation, our Research and Copy team did a great job too. Unfortunately they did not clean it up.

7:00 AM: Darth comes round for an early Copy Session. He still can't copy my devastating impression of Frankie Howard.

7:22 AM: Phew! Just finished cracking my 30th game of the day!

10:30 AM: Just finished coding an arcade perfect version of NARC for the Amiga.

Saved it to disk and gave it to Darth to crack. Yes, OUR copy team is so advanced that we write our own games to crack! Problem is, Darth cracked my game with a sledgehammer.

12:00 PM: Marco Van Basten MBA (My Bells Ache) of the Dutch Piracy Software Federation flew over especially for lunch. Had to pretend we were out by hiding under the coffee table until he went away to annoy someone else

1:30 PM: Watched Neighbours. Did you know that Bronwyn was once a member of our cracking group?  
5:30 PM: Began the huge, awesome task of answering our socks of fan mail.  
5:31 PM: Eat dinner and prepare disks for Copy Party tonight.  
6:00 PM: Headed off in the general direction of Sweden for the party.  
7:30 PM: A very interesting party indeed. Thank God Gremlin of Scoopex was present, as his mum brought the ice cream and jelly along. The party was stopped after Gremlin and his gang ate the lot and all the Cracking Groups present realised they had no coding abilities whatsoever. And to top it all we missed Wogen.  
8:00 PM: Compacted the thirty games we cracked this morning with our Mega-Packer Super-Packer Shelf-Packer Kill-A-Hecker utility. Sent the disk to our many millions of followers around the globe.  
9:00 PM: Tuck up in beddyland with Teddy and a nice mug of cocoa.  
So, it just goes to show what an important job we crackers do, doesn't it, eh?  
Darth Vader and Yoda, Witham, Essex  
YOB: Hi guys. You're fab. Free software and t-shirts are on their way, I promise.

## CHANGE THE NAME

Dear YOB,  
I've decided to write in to ask

you to explain why some English games have been renamed for the American market. I buy venous magazines every month including "Compute" and have noticed the changed names e.g. IK+ to Chop 'n' Drop, Nebulus to Tower Toppler and Green Beret to Rush 'n' Attack. Sarjay Kapur, Victoria, Australia  
YOB: What's usually the case is that another product has the same name as an English game, so to export it to America, the English company has to change the name of their game. Silly, but there we go.

## NAMING THE GAME

Dear YOB,  
I am writing to see if you will answer a few of my questions, but firstly I would very much like to comment on a few things. In your June issue



of C+VG (the one with Indiana Jones on the cover) at the Arcades section you reviewed an arcade game which you called "Game with no name". The game you were referring to was the Konami beat 'em up Crimelighners. You gave it a disappointing review. I thought it was brilliant! I have completed it twice including the special stage after the last. And now for my questions

1. Do Konami intend to bring Crimelighners to the home computer?
  2. What ever happened to the game 19 Part II - The Combat Zone?
  3. Are the Nintendo games Gradius and Rush'n Attack really Nemesis and Green Beret?
  4. Can you please give me a map and tips for Tusker like you did with Last Ninja II? I'd like to know how to get the map and how to get into the forest in the green foliage
  5. Does anyone have a cheat for The Untouchables?
  6. Are the 3D glasses and Light Phaser available for the C64?
  7. Are the Nintendo games Double Dribble and Life Force really Basket Mezier and Salamander?
- Nicky Norbury, Leamington Spa, Warwickshire
- YOB:** Crimelighners (it had no name when we reviewed it) is just another boring old Double Dragon clone. I certainly didn't think it was very good - there are loads of better fighting games in the arcades. Still, one man's meat... can be bigger or smaller than another's. To answer your questions
- 1: No. 2: What indeed. 3: Yes. 4: Hang on a sec (rummages through pockets). No, not at the moment. 5: Oh, I'm sure some one does. Keep watching the tips section. 6: A light Phaser is apparently in the pipeline - we'll keep you posted. There are no proper 3D glasses. 7: Yaa.

## I WANNA LYNX

Dear YOB,  
I read the double-page Mean Machines article about the Lynx, but to my dismay it isn't to be released until next year sometime. I was wondering if

you would please print the address of an American company that would send me details about the Lynx and then sell me it

Justin Febrizio, Clynder, Hellenburg  
**YOB:** Well, Justin, me old mate, me old china, me old soup spoon, I'll be straight with you. I'm afraid, well, I don't know how to say this, but I, um, I... don't know if anyone in the USA who'd be able to help you. Why not wait a bit, and satisfy yourself with all the latest Lynx news in C+VG? I'm getting good at this plugging business, aren't I Ed? (Not bad, but still room for improvement - Ed). Any way, it's coming to Britain soon, so just keep on hanging in there...

## HOPELESS LIAR

Dear (?) YOB,  
I'm in a state; my FM Towns and my Acorn A3000 have just broken down. Help! I'm being reduced to playing on my PC Engine SG, my Konex, even my Sega Megadrive. I even stopped as low as playing on my Hard Drive cabinet situated at my bedside. But then, life's a bitch? Greg Thwaites, Streatham, London  
**YOB:** Yeah. And then you die.

## QUEST FOR XE-LENCE

Dear YOB,  
I'm wondering if you could tell me why I can't get many computer games for my Atari 65XE. Because I live at Cirencester and they don't do Robocop and all them good games like that for mine. Barry Evans, Cirencester, Gloucester  
**YOB:** Yaa, I looked several major games manufacturers and the fact is that they don't send any good 65XE software to the shops in Cirencester because you live there and they just don't like you because you email funny. No, sorry about that but I couldn't resist it. Robocop isn't available for the XE. But there are plenty of Atari games that are - check out Silica Shop for a huge catalogue

of games for your machine. Send an SAE and a letter saying that you want a list of Atari XE games to: SILICA SHOP, THE MEWS, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX.

## MR TV KELLY

Dear YOB,  
I think you're right about us being misrepresented on television, so let's do something about it. Everyone reading this should sit up and write a letter to the BBC or ITV. Let's bombard them with letters until they give in and let us have our own programme. Outline the facts of what you want and put your age so we don't get put on children's television. You can contact the BBC at BBC TV Centre, London, W12 8QT and ITV at: Thames Television Ltd, Viewer Correspondence, 149 Tottenham Court Road, London, W1P 9LL. Darren Kelly, Ludlow, Shropshire  
**YOB:** Yeah, exactly. I mean what do we pay our licence fees for? Come to think of it, what DO we pay our licence fees for?

## HOWAY PET!

Dear Yob  
I'll start by begging for one of your mega stinking T-shirts, so let us have one or I'll let you have one right on the nose - got it? Anyway, that's enough threatening blackmail so let's get on with what I really wish to know... Have you any pets? I myself have two delightful rhinoceroses, Gargantua and Goliath, and a suicidal lemming called Archie. If you do have any pets, what are their names and hobbies? My rhinos enjoy a bit of sky-diving and jogging. Actually, one of them's a star - remember the Jacobs Club edvert with the "Rhino-lasted for strength"? Well, that was old Goliath himself! As for Archie, eh he ever seems to do is throw himself off bookcases and tables, but he's a lovely little feller really. Also, what is their favourite food, if they have one? My rhinos do so enjoy a tender leg of Yob. The lemm-

ing doesn't mind an eyeball or two either. So if you do have any pets, tell us! I'm sure mine would like to eat you - whoops, did I say eat? I meant to say meet yours as I'm sure they would go down well. Oh yes, nearly forgot. Thanks for a whoopy-do of a mag. Merle Riseborough, Fakenham, Norfolk  
**YOB:** I've got a Rottweiler called Fang. He's a great dog, and loves children.

## WHAT CONSOLE?

Dear Yob,  
Could you tell me which is the best console at the moment. I am thinking of getting a Megadrive, but the games are very dear. My mate keeps going on about how good Amigas are and they have better graphics than the Megadrive. Is that true? I would be very grateful for your opinion on them both. Mark Dennis, Hull  
PS Don't tell me to read Complete Guide To Consoles because I've bought it already. By the way, C+VG is totally and utterly mega.  
**YOB:** Read the book again, weigh up all the good and bad points of each machine, and which machine has the games you like best and buy that machine. An Amiga costs twice as much as a Megadrive, and in many cases, Megadrive conversions (Ghoula n' Ghosts, Super Hang-On, Forgotten Worlds, Altered Beast, Space Harrier, for example) are miles better than their Amiga counterparts. But then Amiga owners have their own great games in the form of Populous, Sim City, it Came From the Desert... If you're choosing between the two, check out your wallet, check out which games YOU like best and want to play the most and buy.

THE  
YOB!

**COMSOFT** (Coldstream) Ltd. Comsoft House, Coldstream, Scotland, TD12 4BS.

## ACCESS

Telephone No 0890 3232 Fax No 0890 2927 Carriage: Orders less than £10.00 please add £1.00

VISA

## HOME COMPUTERS

	R.F.F	OUR
AMSTRAD CPC 464 COLOUR	395.00	265.00
AMSTRAD CPC 464 MONO	340.00	220.00
AMSTRAD CPC 438 COLOUR	340.00	210.00
AMSTRAD CPC 438 MONO	295.00	205.00
ATARI 81 520PM	320.00	205.00
COMMODORE 64	145.00	130.00
COMMODORE AMIGA	260.00	200.00
SPECTRUM +2	315.00	240.00
SPECTRUM +1	290.00	220.00

## PRINTERS

	R.F.P.	OFFER
AMSTRAD 5062 280	150.00	150.00
AMSTRAD 5062 280 441	74.00	74.00
AMSTRAD 5062 280 441 25" SPEAK	286.50	272.00
AMSTRAD LG2000 34 PBM	260.35	273.00
AMSTRAD LG2000 34 PBM	65.40	626.00
STAR LC10	228.00	137.00
STAR LC10 C80 (open box)	228.00	137.00
STAR LC10 COLONY	297.00	282.00
STAR LC10 COLONY C80 (open box)	297.00	282.00
STAR LC20 34 PBM	543.00	526.00

## JOYSTICKS

	R.I.P.	PRICE
CRYSTAL CLEAR	11.99	21.49
CRYSTAL TURBO CLEAR	36.99	25.29
JET POWERTONE	14.99	43.49
QUICKSHOT 1	4.95	9.99
SUPER PHOTOGRAPHY	36.99	15.29
THE SLIDE	14.99	12.49

Anastasiadis, D.C. [anastasiadis@math.umd.edu](mailto:anastasiadis@math.umd.edu)

## Agaurd CPC Corporation Software

[illegible]

## Amstrad CPC Entertainment Software

[illegible]

## Budget Entertainment Software

R.R. Price 12.99 Our Price \$2.79	
180	Comet Spec
1942	Comet Spec
A.T.V. Sea	Comet Spec
Act 1	Comet Spec
Act 2 (Madge)	Comet Spec
Act 3 (Helen)	Comet Spec
Act 4 (Helen)	Comet Spec
Act 5 (Helen)	Comet Spec
Act 6 (Helen)	Comet Spec
Act 7 (Helen)	Comet Spec
Act 8 (Helen)	Comet Spec
Act 9 (Helen)	Comet Spec
Act 10 (Helen)	Comet Spec
Act 11 (Helen)	Comet Spec
Act 12 (Helen)	Comet Spec
Act 13 (Helen)	Comet Spec
Act 14 (Helen)	Comet Spec
Act 15 (Helen)	Comet Spec
Act 16 (Helen)	Comet Spec
Act 17 (Helen)	Comet Spec
Act 18 (Helen)	Comet Spec
Act 19 (Helen)	Comet Spec
Act 20 (Helen)	Comet Spec
Act 21 (Helen)	Comet Spec
Act 22 (Helen)	Comet Spec
Act 23 (Helen)	Comet Spec
Act 24 (Helen)	Comet Spec
Act 25 (Helen)	Comet Spec
Act 26 (Helen)	Comet Spec
Act 27 (Helen)	Comet Spec
Act 28 (Helen)	Comet Spec
Act 29 (Helen)	Comet Spec
Act 30 (Helen)	Comet Spec
Act 31 (Helen)	Comet Spec
Act 32 (Helen)	Comet Spec
Act 33 (Helen)	Comet Spec
Act 34 (Helen)	Comet Spec
Act 35 (Helen)	Comet Spec
Act 36 (Helen)	Comet Spec
Act 37 (Helen)	Comet Spec
Act 38 (Helen)	Comet Spec
Act 39 (Helen)	Comet Spec
Act 40 (Helen)	Comet Spec
Act 41 (Helen)	Comet Spec
Act 42 (Helen)	Comet Spec
Act 43 (Helen)	Comet Spec
Act 44 (Helen)	Comet Spec
Act 45 (Helen)	Comet Spec
Act 46 (Helen)	Comet Spec
Act 47 (Helen)	Comet Spec
Act 48 (Helen)	Comet Spec
Act 49 (Helen)	Comet Spec
Act 50 (Helen)	Comet Spec
Act 51 (Helen)	Comet Spec
Act 52 (Helen)	Comet Spec
Act 53 (Helen)	Comet Spec
Act 54 (Helen)	Comet Spec
Act 55 (Helen)	Comet Spec
Act 56 (Helen)	Comet Spec
Act 57 (Helen)	Comet Spec
Act 58 (Helen)	Comet Spec
Act 59 (Helen)	Comet Spec
Act 60 (Helen)	Comet Spec
Act 61 (Helen)	Comet Spec
Act 62 (Helen)	Comet Spec
Act 63 (Helen)	Comet Spec
Act 64 (Helen)	Comet Spec
Act 65 (Helen)	Comet Spec
Act 66 (Helen)	Comet Spec
Act 67 (Helen)	Comet Spec
Act 68 (Helen)	Comet Spec
Act 69 (Helen)	Comet Spec
Act 70 (Helen)	Comet Spec
Act 71 (Helen)	Comet Spec
Act 72 (Helen)	Comet Spec
Act 73 (Helen)	Comet Spec
Act 74 (Helen)	Comet Spec
Act 75 (Helen)	Comet Spec
Act 76 (Helen)	Comet Spec
Act 77 (Helen)	Comet Spec
Act 78 (Helen)	Comet Spec
Act 79 (Helen)	Comet Spec
Act 80 (Helen)	Comet Spec
Act 81 (Helen)	Comet Spec
Act 82 (Helen)	Comet Spec
Act 83 (Helen)	Comet Spec
Act 84 (Helen)	Comet Spec
Act 85 (Helen)	Comet Spec
Act 86 (Helen)	Comet Spec
Act 87 (Helen)	Comet Spec
Act 88 (Helen)	Comet Spec
Act 89 (Helen)	Comet Spec
Act 90 (Helen)	Comet Spec
Act 91 (Helen)	Comet Spec
Act 92 (Helen)	Comet Spec
Act 93 (Helen)	Comet Spec
Act 94 (Helen)	Comet Spec
Act 95 (Helen)	Comet Spec
Act 96 (Helen)	Comet Spec
Act 97 (Helen)	Comet Spec
Act 98 (Helen)	Comet Spec
Act 99 (Helen)	Comet Spec
Act 100 (Helen)	Comet Spec

Anastasiadis, D.C. [anastasiadis@math.umd.edu](mailto:anastasiadis@math.umd.edu)[illegible]

Grand Prix Selection	Case	9.79	8
Orange M/P	Case	9.95	8

[illegible]

Star Wars Trilogy	Cass	12.99	11.7
Star Wars Trilogy	DVD	19.99	16.5

[illegible]

	Double	Control	Spec
49	Designated	Control	Spec

[illegible][illegible]

1000

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

# PLAYMASTERS

into the new decade we go with loads of hints and tips on all ayatama. If you've got anything in the way of playing tips, maps, POKEs or whatever, send them off to me at: **PLAYMASTERS, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** Don't forget that there's a big prize of £100 worth of software for the aander of the month's best tips. So write in - you never know, your tips could earn yourself a



massive bag of brilliant new games. This month Steven Haw of Warley wins all that lovely software...

## AMIGA BEACH VOLLEY

This is one hell of a tough game, but Neil Wassell of Peacehaven in East Sussex has a useful tip to help those who are having trouble getting to later levels. Just type in **DADDY BRACEY** while you're playing and then you can press F1 to skip the level.

## MEGA-DRIVE LAST BATTLE

Here's a useful tip for Last Battle owners from the Sage Mega Man and the Konami Kid. For a sort of level skip function, when you've finished a game, press the A, B and C buttons down together along with the start button. You're presented with a screen that lets you alter the order of the levels.

## SUPER HANG-ON

Another great tip from the

Sega Mega Men and the Konami Kid, this time for this superb motorcycle racing game. On the title screen hold down the A, B and C buttons together and press start and you're presented with a screen which lets you select the difficulty, time and sound test. Great, eh? By the way, we'll be reviewing this game next month - watch out for it!

## GENERAL HARD DRIVIN'

I don't know what format this tip works on 'cos sender Paul Ramsell from Kirkby in Ashfield didn't say, but try it out on your machine because it's quite neat. When the program loads, select manual shift with no clutch and start the game. As you move off up the hill get into 4th gear as quickly as possible (using 1-4 on the keyboard) and stay in the right hand lane. When you reach the top of the first hill your car should leave the road for a second, and when this happens the speedo goes to 140 mph. Before you land, press the N key to pull the car in neutral! You will

now be able to complete the course without skidding or having to brake. Also if you run out of time you keep going at the same speed, even though the engine sound drops to lick over.

Selecting neutral at any stage of the game stops you from skidding and you maintain your speed regardless of the amount of time remaining.

The above tip, apparently works on the Speed Course, but can also be utilised on the Stunt Course. The only thing you have to remember there is to select 1st gear just before you go round the loop, and as you leave the loop accelerate and select neutral. Weird.

## NEW ZEALAND STORY

G Ingham of Wootton Bassett (I think that's the name of the place, but I can't really tell 'cos the writing's all dodgy) has a tip for those who are having trouble getting past the giant octopus at the end of level 2-4. Stand at the entrance of the room in which

it's located and fire to the right a few times. A warp appears which takes you to the beginning of level 3-1, missing the dreaded octopus entirely!

## SPECTRUM ALTERED BEAST

If you fancy loading any level, end even the end-of-game message, just do what Steve Haw from Warley in the West Midlands does - press the whole keyboard while you're playing!

## FORGOTTEN WORLDS

Here's a POKE for Multiface owners who really want to indulge in extreme laziness and make this game so easy you don't actually need to play it. Load the game, press the red button and type **POKE 30271,0**. It gets rid of all the enemy spikes and has an interesting effect in two-player mode. Then you've got much Steven Haw.



# GAME TIPS

## NINJA COMMANDO

Another Steven Haw Multi-face tip, this one slightly more useful than the Forgotten Worlds one - it gives you 255 ninja commandos. So, just load the game, press the red button on the Multiface and POKE 29078,255 for a immense supply of kung-fu muleys.

## STAR FARCE

Easy, this cheat. Just define the keys as T, R, O, N, I and C and infinite lives are yours to have and to waste for the rest of eternity, if you so wish. Cheers to Steven Haw from Warley.

## COBRA FORCE

Another simple to-enter tip, again from that fab Spectrum tipster, Steven Haw. All you've got to do is define the keys as S, I, M, O and N and you're awarded with unlimited lives.

## TURBO BOAT SIMULATOR

If you're a player of this 'simulator' in the broadest sense of the word, you might like to know that if you pause the game and then press T you progress to the next level. That's yet another tip from Steven Haw.

## PETER PACK-RAT

When you're asked if you want to scroll the screen, type C, R, E, A, T, U, R, E and when you die you'll be able to start the game from where you left off. Thanks again to Steven Haw. Are there any other Spectrum gamers out there?

## NINJA MASSACRE

Steven Haw has all the passwords for this novel-named ninja game:

LEVEL 5  
SNOW  
LEVEL 10  
EASY  
LEVEL 15  
RACK  
LEVEL 20  
BLUE  
LEVEL 25  
STAG  
LEVEL 30  
HULL  
LEVEL 35  
BEER  
LEVEL 40  
BARD

## NEW ZEALAND STORY

I'm sure you already know that if you type FLUFFY on the title screen you get infinite lives, so I won't bother to tell you that. But what I will tell you is that typing PHILLIP on the title screen gives Tiki the Kiwi magic flapower. And typing the same thing while you're playing the game lets you skip to the next level. Very useful indeed, so three cheers to Steven Haw of Warley for that.

## FIGHTING SOCCER

Another one of those tips where the sander - Scott Brown of Hoddeston, Herts in this case - has forgotten to state which format it's actually for. Please remember to say what machine your tips are for, because if you don't and you win the £100 worth of software, I won't know what games to send. Still, here's the cheat - see if you can get it to work on your machine. Always shoot straight from the penalty spot, because the keeper always dives to save the ball, allowing the ball to go straight in.

## ST SILKWORM

Players of this great shoot 'em up will no doubt improve their highscores



after reading the following tips from Oliver Davies of Haleowen in the West Midlands.

- Never collect the point bonus tokens left by the geese until the very last moment as they serve as useful live-second shields. Also, activate smart bombs at the last possible moment as doing this kills more aliens.
- Each power-up token results in a stripe being added to your status area below your score and they add up to give the following bonuses:  
FIVE POWER-UPS  
Stripes form a flag icon  
TEN POWER-UPS  
Second flag item appears  
FIFTEEN POWER-UPS  
Small bird appears. You keep rapid fire when you die.  
TWENTY POWER-UPS  
Golden Eagle. You keep all your weapons when you die - a very useful feature.

- Keep an eye on the goose



- counter. Never shoot aliens if you're near the end of a level and the counter is low because this causes a goose AND the end of level guardian to appear.
- For double the weapons bonus, shoot the goose before it assembles with the grey bit - then it is most vulnerable.
- When the black deathstars appear, don't shoot them at once, because after a few seconds they drop a shield token.

## ARCHIPELAGOS

Another mini player's guide from Owen Davies of the West Midlands, this time for Logotron's weird and wonderful Archipelagos.

- Firstly learn to find your way around, as knowing where the Island stones and the Obelisk are is a great help in finishing the level.
- Island stones can only be destroyed when they're on

# OKAY TENNIS ACE

## NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

(IBM OUT NOW! TILT MAGAZINE: 19/20)

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64<sup>th</sup> amongst the best tennis players in the world. Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



Warm up on one of six practice programs containing three levels of increasing difficulty. Put away shots like a Pro! Master back-hand volleys, passing shots, and other winning tennis strokes.



Rush the net with confidence, knowing you can strategically place your next return. Feel the excitement build as you challenge your next opponent and make your way to the top!



- IBM
- AMIGA
- ATARI ST
- C 64, SPECTRUM AND AMSTRAD TO COME SOON



# PRO TENNIS TOUR

Blue Byte

THE  
ULTIMATE  
TENNIS  
SIMULATION

UBI SOFT

1, rue Félix Eboué  
94021 CRETEIL CEDEX  
Tél. 33 1 45 98 99 00

UBI SOFT

Entertainment Software

# GAME TIPS

nected by land to the Obelisk. You've got to use the map to determine these connections are only valid if the land cells are adjacent (not diagonally). And Sand connections don't count, either.

- Collect as many energy pods as possible.
- To conserve energy, build connections between islands at the point where they're the closest.

## EXOLON

This is an old one, but some might have missed it. Just type AD ASTRA instead of your name (or whatever) on the highscore table and you'll be granted with unlimited lives. Cheers to Paal Rydningen of Norway for revisiting that mini-hint.

## CYBERNOID

Another oldie tip from Paal Rydningen of Norway, this time for his rather neat shoot 'em up. Type R A I S T L N on the title screen and press space for 999,999,999 lives. Now the big challenge is to waste them all.

## C64

### INDY II: ACTION GAME

Hold down F, I, S and H at the same time and you can then use 1-5 on the keyboard to select a level to play on. Cheers to Neil O'Binn of Folkeham, Middx for that.

### RICK DANGEROUS

Neil O'Binn has been POKEing around, and has some useful machine-code changing chuckles for this superlative platform game. Just load the game, reset your machine and type POKE 27931,173 for unlimited lives,

POKE 11193,173 for unlimited dynamite and POKE 10886,173 for unlimited bullets. When you've entered all of those type SYS 2057 to restart the game. If you can't complete it now, you're a complete and utter wet nelly.

## BLASTE-ROIDS

Another POKE from Neil O'Binn, this time for Image-works' rock bustin' game. Load the program, reset the machine and type POKE 11571,173 for an infinite supply of space ships. Restart the game with SYS 25856.

## PACMANIA

The last C64 POKE (this month, again from mega-hacker Neil O'Binn, is for Grandslam's dot-gobblin' game. Just load the program, reset the machine and enter POKE 22459,173 to disable the sprite collision detection, or, if you want to make the game just a little easier POKE 28520,165 for an infinite supply of PacMen. When you've made your selection, type SYS 14336 to restart the game.

### AMSTRAD TREASURE ISLAND DIZZY

If any of you Dizzy players are having problems, check out this complete solution from Tony Silver of Clacton-On-Sea, Essex and all your problems should be solved. And best of all, it works on all formats of the game.

First of all, get the empty chest and climb up the rock. Drop the chest next to the rock, go right and push the rock. Get the snorkel, video camera and the sword and go back to the beach. Drop all the stuff you've collected except the snorkel and go

into the water. Get the spade and come out of the water again, and go back into the water so that the spade will be dropped first.

See the dancing rock? Well, pull the spade on top of it and go out of the water and fetch the video camera and sword. Go back to where the dancing rock should be and walk onto one of the bubbles. The bubble takes you up the cliff. Walk off the bubble and jump up the cliff. Go to the storekeeper, give him the video camera and pull the boat which he gives you on the end of the pier.

Go left and pull the sword on the grave and fall down the hole. Go left, and get the dynamite. Jump down the place where the crab is. Get on the bubble and go back to the grave. Pull the dynamite down on the grass and go back to the pier and get the golden key. Go back to the graveside, tell down the hole again. Go right and jump over the barrels. When you see a little bit of a barrel sticking out of the floor, drop the key on it and go down the hole and get the microwave.

Get out of the tunnel the same way as last time. Give the storekeeper the microwave and he gives you a

molar, so drop that off the edge of the pier. Go left and get the axe and holy bible and go down the water back to the bridge. Pull the axe on the middle of the bridge and fall down. Go left and jump up the platforms so you will come out of a grave. Rearrange your bits (that's what he says - JR) and go down the bridge and get the cursed treasure. Don't drop the holy bible until you get back to the storekeeper. Give the storekeeper the treasure and take the fuel (which he gives you) and drop it off the pier. Get the dynamite and go back to the beach and get the mira red detonator. Go left until you get to the last scene. On the first rock drop the detonator and jump over the rock and go to the rocks which are blocking you from the gold. Put the dynamite there and go and press 'enter' when you are standing on the detonator. Get the gold and go back to the storekeeper. Give him the gold and then take the key (which he gives you) and drop it off the pier. Quickly jump on the boat and keep walking on the boat. Jump onto the harbour and read the message. Hey presto! The game's complete!

Now find the gold coins.







# HIGH SCORES

Welcome to the Official UK Highscore Table, where Britain's best players get the chance to display their record scores. We have literally thousands of letters a month, and each is checked by our panel of experts as to whether it's genuine or not. One discrepancy this month is a claimed score of 341,247,670 by Adam Took of Leeds on Fantasy Zone. Oays of play would be required to get that score - so if you write in and tell us exactly how long it took you, and how you actually achieved that score, Adam, it'll be included in the table. If you don't... no chance. If you've got a highscore, send it in to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGOON LANE, LONDON EC1R 3AU. It certainly helps us if you include details of how long you actually played for, and what level you got up to - if your scores are considered genuine, they'll be included into the table, and be prepared for instant fame and fortune.

## SEGA

### ACTION FIGHTER

8,763,400 Jay Brown, Banbury, Oxfordshire

### AFTERBURNER

17,404,100 Kenneth Rorie, Craig-shill, Livingston

### ALEX KIDD (LOST STARS)

1,294,500 Dennis Watts, London

### ALTERED BEAST

306,200 Alan Pappas, Hedsnesford, Staffs

### ASTRO WARRIOR

1,270,200 Daniel Greenham, Tarnworth, Staffs

### AZTEC ADVENTURE

256,400 Peter Ramdine, Stafford

### BANK PANIC

938,800 Tony Holdford, Colchester

### BLACK BELT

4,293,158 Harry Webb, Glasgow

### BOMBER RAID

1,116,700 M G Baker, E Grinstead, W Sussex

### CALIFORNIA GAMES

HALFPIPE 30,650 Gareth Wills, Bristol

### FOOTBAG

119,270 Jonathan Goodell, Chapeltown, Gwent

### SKATING

4160 Alan McPherson, Grifnock, Glasgow

### BMX

115,200 Steven Rowland, Brighton

### FLYING DISK

1700 Anthony Leeds, Halesowen, W Midlands

### CHDPLUTER

1,400,000 Kenneth Rorie, Craig-shill, Livingston

### DOUBLE DRAGON

619,460 Andrew Jackson, Jer-row, Tyne & Wear

### FANTASY ZONE

72,865,100 Peter Ramdine, Stafford

### FANTASY ZONE II

9,541,980 Jon Evans, Walsall

### GANGSTER TOWN

528,150 Conrad Hadnett, Havant, Hants

### CLOACAL DEFENCE

541,160 Anthony Houtt, Walsall

### GHOST HOUSE

1,388,500 James Denham, London

### GREAT BASEBALL

22-01 Robert Gammon, Bedford

### GREAT GOLF

71 Scott Reynolds, Hemel Hempstead, Herts

### HANG-ON

8,553,264 Euan Matheson, Rosshire

### KENSEIEN

358,400 Paul Houghton, Dorset

### MY HERO

11,773,030 Sean Hanne, Newry, Co Down

### OUT RUN

33,730,420 Alan Black, Oesborough, N Hants

### POWER STRIKE

65,242,300 Paul Stokes, Aberdeen

### PRO WRESTLING

853,800 Lee McNaughton, Chesham, Herts

### QUANTET

3,170,810 Gareth Wills, Bristol

### RAMBO III

86,000 Neil Kelly, Isleworth, Middlesex

### RAMPAGE

851,800 David Barden, Norwich

### RASTAN

1,330,400 Ben Addison, St Austell

### RESCUE MISSION

571,400 Paul Stokes, Aberdeen, Wales

### R-TYPE

4,308,500 John Binstow, Ennith, Kent

### SAFARI HUNT

8,017,900 Gareth Clark, Banbury, Oxon

### SECRET COMMANDO

3,315,000 Julian Lloyd, Leamington Spa, Warks

### SHINOBI

1,321,000 John Moulding, Sunderland

### SPACE HARRIER

45,144,180 Matthew White, Oldbury, W Midlands

### SPACE HARRIER 30

17,214,740 Matthew Horne, London

### THUNDERBLAZE

2,880,000 Steven Rubbery, Dudley, W Midlands

### VIGILANTE

163,700 Gareth Clarke, Banbury, Oxon

### WONDERBOY (MONSTER-LAND)

10,509,990 William Wong, Nr Stockport, Cheshire

### WONDERBOY III

350,100 Wei-Yin Man, Brighton, E Sussex

### WORLD SOCCER

27-0 Matthew James, Nr Weston, Avon

### ZILLION II

984,200 Conrad Hadnett, Havant, Hants

## MEGADRIVE

### ALTERED BEAST

2,209,800 Joel Cullen, Hants

### GHOULS AND GHDS TS

1,70,800 James Adams, Cornwall

### RAMBO III

555,800 Julian Rignall, C+VG

### SPACE HARRIER II

24,250,200 Wei-Yin Man, Brighton, E Sussex

### THUNDERFORCE II

1,982,700 Julian Rignall, C+VG

## GAMEBOY

### SUPER MARIOLAND

527,740 Craig Hall, Nr Mansfield, Nottinghamshire

## PC ENGINE

### ALIEN CRUSH

12,870,000 Steve Cressay, Dorking, Surrey

### ALTERED BEAST

262,100 Lee Mallitt, Denbury, Essex

### CHAN AND CHAN

1,519,500 William Wong, Nr Stockport, Cheshire

### DEEP BLUE

201,330 Steve Cressay, Dorking, Surrey

### ORUNKEN MASTER

999,999 Bryan Servante, Stevenage

### ORACON SPIRIT

1,162,372 Andrew Dowling, London

### FANTASY ZONE

2,408,700 Julian Rignall, C+VG

### GALAGA 88

1,436,480 Bryan Servante, Stevenage

### GUNHEAD

13,975,270 William Azzoug, Spelding, Lincs

### LEGENDARY AXE

3,878,260 Dave Rose, Boreham Wood

### NINJA WARRIORS

160,310 Tony Lorenzo, London

### ORDVNE

256,710 Denny Bannister, Streatham, London

### P-47

1,118,300 Steve Cressay, Dorking, Surrey

### R-TYPE

973,300 Onn Lea, Nottingham

### PACLAND

1,113,100 Graham Prior, Stm field, Reading

### ROCK ON

39,229,400 Rex, Helsingborg, Sweden

### R-TYPE II

167,200 Rex, Helsingborg, Sweden

### SIDEARMS

1,191,500 William Azzoug, Spelding, Lincs

### SONSON II

808,870 Paul Cosey, Nr Southend, Essex

### SPACE HARRIER

29,108,360 Bryn Olyr, Gwynedd, Wales

### SUPER WONDERBOY

569,160 William Wong, Stockport

### TWIN HELI

1,798,600 Bryn Olyr, Gwynedd, Wales

### VIGILANTE

99,990 Anthony Bennett, Worksworth, Derbyshire

## NINTENDO

### BALLOON FIGHT

431,650 Sherif Salema, Egypt

### CELESTANIA

999,999 Lee Watkins, Bristol

### DUCK HUNT

1,244,000 Danny Stevens, Stral-lard

### COLF

71 Damien Moriarty, Queensland, Australia

### ICE CLIMBER

671,350 Paul Stokes, Aberdeen

### KUNG-FU

1,221,800 Rex, Helsingborg, Sweden

### GHOSTS AND GOBLINS

105,700 Ian Bowden, Bearand, Glasgow

### GRABUS

12,870,000 Julian Rignall, C+VG

### OPERATION WOLF

983,029 Roy Gay, Bxton, London

### PRO-AM RACING

309,692 M C Warlock, Plymouth

### RUSH 'N' ATTACK

1,203,700 Paul Stokes, Aberdeen, Wales

### SUPER MARIO BROS

9,999,990 David Hiltow, Workington

### SUPER MARIO BROS II

Stage 7-2 Danny Stevens, Stral-lard

### TOP GUN

175,000 M C Warlock, Plymouth

## C64

### ALTERED BEAST

356,400 C Maddocks, Kilmarsh, Sheffield

### APB

49,855 C Maddocks, Kilmarsh, Sheffield

### ARKANOID

564,900 Graham Guran, Co. Down, N Ireland

### ARMALYTE

30,475,400 Danny Gieghorn,







# REVIEW ► AMIGA



▲ The bonus stage (obviously quite tough)



▲ Another pipeline finished, and no bits wasted!



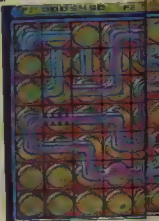
▲ Level 21: through reservoirs and around hydrants!



▲ Level one: fairly easy, this.

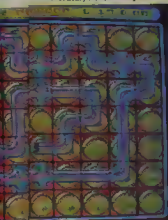
Every so often a game appears that is laughably simple to play, yet is so unbelievably addictive you just can't stop playing it. Tetris was one such game. Pipe Mania is another.

At the start of a level you're presented with a simple grid of squares, one of which contains a tap. A timer starts to count down, and what you have to do is place pieces of pipe on the screen, each section of pipe occupying one of the grid squares, and form a pipeline. When the timer runs out, the tap opens and liquid slowly floods out and around your system of pipes. You can still





▼ Water, water everywhere...



# PIE

continue to put down pieces of pipe, but the liquid flows relentlessly on until it inevitably reaches the end of pipe.

On each screen you have a set target which you must beat. For example, on the first screen the liquid must flow through 14 squares - 14 pieces of pipe in other words. If the flow reaches the end of a pipe before it has gone through the target amount, it's game over.

The pipe pieces come in a variety of shapes, and appear randomly one at a time - although you can see what the next four shapes will be. Sometimes it's easy to link them together and form an unbroken line, while at other times you really have to think ahead!

As you progress through the levels, things get tougher and tougher, with faster moving liquid, an ever-decreasing time limit, and things like one-way pipes, bonus pipes, holes, obstacles, and tunnels from one side of the screen to the other to help or hinder you. It gets very frantic indeed!

▼ The pipe's complete, but the water's still gugging along.

As I've already said, Pipe Mania is a very simple game, and on paper sounds a bit dull. But to put it bluntly, it's one of the most addictive games I've ever played. It's rather like Tetris in that respect. You can't really say why the game keeps you playing non-stop for so long. It just does. You go back to it time and time again. And just when you think you've finished, you go back for another go. And another. And another.

As well as the game being utterly brilliant, it's also superbly presented, with a pass-word scheme to let you access higher levels and, adding enormously to the lasting appeal, a one or simultaneous two-player option, which is amazing fun, and two modes of play, normal mode and one where you have two lots of pipe shapes to choose from!

Pipe Mania is a fantastic piece of computer software. It's got that timeless quality that'll keep it fresh long after the latest big-name licences have gone off. It's a must.

**JULIAN RIGNALL**

## UPDATE

*Pipe Mania is out on just about every single machine going - Spectrum, Amstrad, C64, ST, PC, Apple Mac, BBC, Etc. etc. MSX and looks like it'll even appear on the consoles. The simplicity of the game means that it'll translate to all the above machines without losing any of its addictive qualities - so no matter what system you own, make sure you don't miss this.*

**AMIGA £24.99**

GRAPHICS	74%
SOUND	78%
VALUE	90%
PLAYABILITY	96%

*A classic puzzle arcade game that is so addictive it should come with a Government Health Warning*

**OVERALL 94%**



# UNRIVALLED



6 X 4 OFF-ROAD RACING • CALIFORNIA GAMES  
STREET SPORTS BASKETBALL • IMPOSSIBLE MISSION II  
THE GAMES WINTER EDITION  
CBM 6402, SPECTRUM CASSETTE, AMSTRAD CASSETTE & DISK



THUNDER BLADE • L.E.D. STORM • INDIANA JONES  
& THE TEMPLE OF DOOM • BLASTEROIDS  
IMPOSSIBLE MISSION II  
CBM 6402, SPECTRUM & AMSTRAD CASSETTE & DISK, AMIGA,  
ATARI ST EXCLUDING TEMPLE OF DOOM

# MASTERS OF



OUT RUN • THUNDER BLADE • ROAD BLASTERS  
SPY HUNTER • BIONIC COMMANDO  
CBM 6402, SPECTRUM &  
AMSTRAD CASSETTE & DISK



TRON • WORLDCLASS LEADERBOARD • OUT RUN  
ROLLING THUNDER • GAUNTLET II  
CBM 6402, SPECTRUM, AMSTRAD CASSETTE  
& DISK, ATARI ST (TITLES VARY FROM THOSE ABOVE)

# COMPILATIONS



## P.47

BY MICROPROSE

**T**op ho Ginger, an' all that sluff. It's back to the Second World War as you, in your small P-47 fighter, dare to brave the barrage of enemy flak and gunfire in a horizontally scrolling conversion of the Jaleco coin-op.

The mission starts over occupied Northern France, with nothing but a galling gun and three backup planes to keep you going. Up against you is the ferocious might of the Nazi air force, packing a vary large punch in the form of the vary latest military vehicles and weapons systems. Luckily there are power-up weapons to collect to give you a hand combating all these aerial terrors.

At the end of each level, the Germans have deployed massive amounts of firepower, attached to either aircraft or ground-based ve-



hicles, and little old you must dodge the bullets and blast the baddies before you can move on to the next area.

There are loads of on-

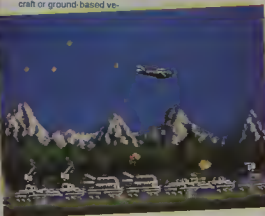
screen baddies, and without any loss of speed, either, but the screen is so colourful that you begin to lose track of exactly what's firing at you, a situation which usually ends in your little plane erupting into a ball of orange flame. That's the big problem with P-47, the brightness of the screen making it difficult to keep track of what's going on, and that hits gameplay pretty hard, especially on the first couple of levels which should have been the most playable to sustain interest for the rest of the game.

P-47 is a fairly playable game, and quite a good coin-op conversion too, but unless you've got 20/20 vision, have a look at what you're buying before parting with any of that graciously received Xmas cash.

PAUL RAND

## UPDATE

P-47 is also to be released on Amiga, C64, Spectrum and Amstrad, at prices of £19.99 for 16 bit and £9.99 the rest. The Amiga version shouldn't be much different from the ST, and while we've seen nothing of the 8 bit conversions, they're being programmed by the makers of Silkstorm, so they should be good.



ST £19.99	
GRAPHICS	79%
SOUND	71%
VALUE	77%
PLAYABILITY	68%
A faithful conversion of an unoriginal but fun coin-op with very garish graphics.	
OVERALL	72%

# REVIEW ► AMIGA



## BATTLE SQUADRON

BY ELECTRONIC ZOO

Forget all the guff in the manual about commanders being taken hostage and ace pilots rushing to the rescue after successful missions etc, etc. Battle Squadron is a heavy duty shoot 'em up. The unofficial follow-up to the smash hit Hybris in fact.

Pilot a spaceship (or two if you're playing in two player mode) across a battle-scarred planet in a vertically scrolling attack on hostile alien forces. You're up against an army of well trained enemies, using the very latest defences to beat you back to whence you came, and each level contains numerous different forces, from small, bird-like fighter craft to ground-based missile launchers and, yup, you guessed it, intimidating end of level craft which spew out gunfire as if there was no tomorrow. Armed with only a single shot cannon at the outset of the battle, it's possible to upgrade your weapons during the game by destroying the mobile storage units patrolling the surface of the

planet which eject the necessary equipment when they explode. Some of the waves of enemy ships leave behind a smart-bomb when wiped out

and, although you start the game with three, it's handy to collect as many as you can as those nasties can get mean on the later levels.

Fast enough, Battle Squadron looks, sounds and plays

very admirably indeed, but after only a few minutes you get a nagging feeling of 'Erm, haven't I seen this somewhere before?' In fact,

I've seen it in rather a lot of places before and after a while I began to get rather bored with the whole thing. Die-hard shoot 'em up addicts are bound to derive enormous pleasure from sending all those brilliantly presented baddies to kingdom come, as will most other gamers, for a while at least. Just don't expect to find anything that hasn't been done before, that's all.

PAUL RAND

### UPDATE

*It's doubtful whether Battle Squadron will be released on anything other than the Amiga. And to be honest, I wouldn't be too bothered about that.*



AMIGA £24.95

GRAPHICS 89%

SOUND 86%

VALUE 67%

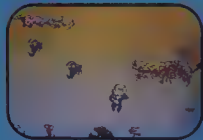
PLAYABILITY 77%

*Originality goes out of the window in Battle Squadron - and it shows. A well presented, pretty playable shoot 'em up which is let down by obvious lack of thought as far as gameplay is concerned.*

OVERALL 78%

# DYNAMIC DEBUGGER

THE ULTIMATE IN PEST CONTROL!



SCREENSHOTS FROM THE AMIGA VERSION

**DYNAMIC DEBUGGER** Spray your way through 0 bug-infested worlds on your quest to attain the ultimate accolade from the elders of Shaigle Wicker. Licensed Dynamic Debugger.

GASP at the incredible graphics...over 4,000 colours on screen in the world's first moving Ho d And Moddy game (Amiga only). But don't stand gawping for too long...there's a job to be done! Wipe out the insectoid pests with a variety of wild n' whacky weapons, including a cork-firing champagne bottle, a vacuum cleaner, a D+ gun and a battery!



SCREENSHOTS FROM THE AMIGA VERSION

**AVAILABLE NOW  
ON AMIGA**



Dynamic Debugger is a registered trademark of the Dynamic Debugger Company. All rights reserved. Dynamic Debugger is a registered trademark of the Dynamic Debugger Company.

# REVIEW

## THEIR FINEST HOUR THE BATTLE OF BRITAIN

BY LUCASFILM/US GOLD

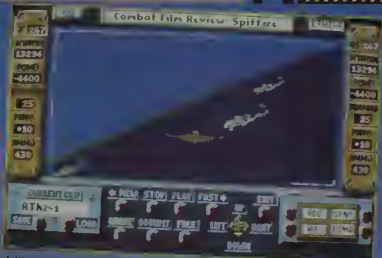
A fair few months back, Lucasfilm revived a bit of wartime nostalgia with *Battlehawks 1942*. Now, Lucasfilm have moved from the Pacific to the English Channel with *Their Finest Hour*, a game based around the aerial battles over the green fields of Britain in the early years of WWII.

As with *Battlehawks*, the first task in hand is to choose a nationality by way of selecting from a list of available aircraft. While the Germans have a large amount of planes at their disposal, ranging from the small but nimble workhorse of the Luftwaffe



▲ The squadron swoops to: dodge heavy flock.

## FOUR: BRITAIN



### ▲ Watching the in-flight movie.

the Messerschmitt Bf 109E-3, to heavily-armoured, albeit sluggish, bombers such as the Heinkel He 111H-3, the poor old Brits have to make do with only two attack planes - the Hawker Hurricane and Supermarine Spitfire.

Missions vary depending on your choice of country. The British planes are mainly used for defence purposes,

picking off invading Luftwaffe forces, while the opposition has a wider choice of either flying bombing runs into mainland airspace or guarding the bombers from British attack during their missions - your choice of German plane determines the type of missions available to you.

After you've fought a mission, a screen appears outlining the number of enemy and allied planes damaged and destroyed, and a summary of your current status. Medals and promotions are available to pilots worthy of reward, with a cold POW camp or even death awaiting those unlucky enough to fall. Pilots are saved to disk and used throughout the game until killed or retired, and whole campaigns can be fought, the computer stringing together a number of missions to simulate life as a serving airman.

Although *Their Finest Hour* is obviously an immanus piece of software, with an enormous amount of thought having gone into both the design and presentation of the package, it's slow to play. Even on our mega-speedy 386 PC play was verging on sluggish - and on slower machines, the action is reduced to a crawl.

But in spite of that, I did have fun playing *Their Finest*

Hour - there's an incredible amount of game in there. If you have got a fast machine and enjoy big combat simulations with plenty of depth check this out. Those who like their flying action faster should try *F 15 II* or *Bomber* instead.

PAUL RAND

### UPDATE

Look out for Amiga and ST versions of *Their Finest Hour* in the coming months, both priced at £24.99. Apart from higher sound quality, don't expect too many differences from the PC version.

PC	£24.99
GRAPHICS	80%
SOUND	58%
VALUE	79%
PLAYABILITY	82%
Superbly packaged and presented combat simulation with immanus depth, let down by the slow pace of its action on anything other than an extremely fast PC (at least 26 Mhz)	
OVERALL	80%

# XENON TECHNOLOGY

71, Wadhon Road, North End, Portsmouth, Hampshire, PO2 9ED ☎ 0705 670878

Product Name	Disc	Price	Product Name	Disc	Price	Product Name	Disc	Price	Product Name	Disc	Price
Chaosquakers II	9 49	6 49	Rainbow Island	9 49	6 49	Xenophobia	9 49	6 49	Action Fighter	15 79	
Shards	9 49	6 49	Posing Shell	2 49	6 49	A.P.B.	9 49	6 49	Warrior	15 79	
Dynamos Dux	9 49	6 49	Paul Gascoigne Super Soccer	9 49	6 49	Gargam Foz	9 49	6 49	Demon's Tomb	12 79	
Power Drift	9 49	6 49	Soccer	9 49	6 49	Chloris	9 49	6 49	Newer Mind	13 49	
Cabal	9 49	6 49	Super Wonder Boy	9 49	6 49	Lichas	9 49	6 49	Bad Company	16 49	
Bolton: The Movie	9 49	6 49	Action Fighter	9 49	6 49	Heart Waver	12 49	6 49	Highway Patrol	15 79	
Chase HQ	9 49	6 49	Gemini Wing	9 49	6 49	Ringside	9 49	—	Silverstorm	12 79	
Laser Squad	9 49	6 49	Reboop	9 49	6 49	Rainbow Warrior	9 49	6 49	Shiner	16 49	
Beach Volley	9 49	6 49	A.P.B.	9 49	6 49	Chameleon 2000	9 49	—	Kayles	16 49	
Alien Breed	9 49	6 49	Rick Dangerous	9 49	6 49	Fire Power	9 49	6 49	Matrix Monsters	13 49	
Mr. Hell	9 49	6 49	Bridge Player 2150	8 49	6 49	Gloambers II	9 49	6 49	Super League Soccer	16 49	
Corner Command	9 49	6 49	Coloction	8 49	6 49	Transatlantic	9 49	6 49	Super League Soccer	16 49	
Superquint	9 49	6 49	Indiana Jones & The Last Crusade	9 49	6 49	King of the Beach	9 49	—	Horse Racing	16 49	
Banquet Knights	9 49	6 49	Outsize	9 49	6 49	Heavy Metal	9 49	6 49	Chicago 90	13 49	
Super Quinlet	9 49	6 49	The New Zealand Story	9 49	6 49	Motorbiker	9 49	6 49	Life & Death	16 49	
Ballistic	9 49	6 49	The Tolkien Trilogy	12 49	6 49	Power Drift	9 49	6 49	Kiss The Thief	16 49	
Eye Of Lotus	9 49	6 49	Games Summer Edition	6 49	6 49	—	—	—	Neurocancer	16 49	
Rainbow Island	9 49	6 49	Championship Golf	—	6 49	—	—	—	Risk	13 49	
Operation Neptune	9 49	6 49	Hard Wars	12 49	6 49	—	—	—	Super Quinlet	15 79	
Wild Dreams	9 49	6 49	Dark Force	12 49	6 49	—	—	—	—	—	
Double Dragon	9 49	6 49	Chaosquakers II	—	6 49	—	—	—	—	—	
Snow's N. Ghosts	9 49	6 49	Powerstart	—	6 49	—	—	—	—	—	
Action Fighter	9 49	6 49	Project Stealth Fighter	9 49	6 49	—	—	—	—	—	
Gemini Wing	9 49	6 49	Ghosts In Chains	9 49	6 49	—	—	—	—	—	
Reboop	9 49	6 49	19	9 49	6 49	—	—	—	—	—	
Operation Thunderbolt	9 49	6 49	Dragons Of Flame	9 49	6 49	—	—	—	—	—	
Rick Dangerous	9 49	6 49	Heavy Metal	9 49	6 49	—	—	—	—	—	
Salomander	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Indiana Jones & The Last Crusade	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Outsize	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
The New Zealand Story	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Turbo Outrun	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
The Unsubscribes	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Galaxy Force	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Gazza's Super Soccer	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Turf Fuel	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Super Wonder Boy	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Broadway	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Sokunom	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Star's N. Ghosts	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Crazy Cars I	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Soldier Of Light	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Shiner	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Brave Commando	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Cornell Hero	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Quadrant	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Fire & Forget	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
A.P.B.	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Maestro	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Woodchuck	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Bolton: The Movie	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Shards	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Dynamos Dux	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Blackch	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Cabal	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Chase HQ	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Operation Thunderbolt	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Laser Squad	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Beach Volley	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Dragon Spirit	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Mr. Hell	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Xenophobia	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Chaosquakers II	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Alien Breed	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Superquint	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Purple Sun Day	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Chase Vagabond's Adventure	9 49	6 49	—	9 49	6 49	—	—	—	—	—	
Flight Sim	9 49	6 49	—	9 49	6 49	—	—	—	—	—	

All products are dispatched within 24 hours (subject to availability) by FIRST CLASS post. All new titles are dispatched when released. All prices are fully inclusive of VAT, postage, packaging and a full guarantee (please add \$11.00 per item overseas). Please make cheques or postal order payable to "Xenon Technology". To order simply write on a piece of paper, your name, postal address, a telephone number or possible e-mail used if absolutely necessary, and the software title (with the machine model), then pass it in your payment (either a cheque or a postal order) and then pass it in the post (not forgetting of course our name on the front of the envelope and a stamp).

VAT Registration Number: S43 9020 57. Proprietor: Steve Lowe  
Note: Xenon Technology is Mail Order ONLY

Xenon Technology, DEPT CVG 71 Wadhon Road, North End, Portsmouth, Hampshire PO2 9ED.

Telephone: 0705 670878

Special Offer! Any law and we'll be giving them away "And why not?" I hear you ask. Because we're not as stupid as the competition!

Let's turn a zero-valued element (the classic number 54), a heavy gas present in the atmosphere in proportion of 1:171057 by volume.

Technology (tek-n-o-logy) the practice of any of all of the applied sciences that involve practical value and/or industrial use. Technology (in a particular field of industry) the best definition!



# OUT OF THIS WORLD

## TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fix your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle - Tower of Babel is a whole new concept in strategy gaming.



## WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Dali-Esque creatures & mind eating eyes. Picture yourself in an upside down landscape Alone in a weird dream & wondering what the . . .

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

**MASTERS OF STRATEGY  
A DIVISION OF  
MICROPROSE SOFTWARE**

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.



12,000 units of currency, as provided before the enemy can be tackled. The range of available items is quite considerable, and includes single, double and triple shot cannons of varying power, small, medium or large missiles and laser-firing power ships, not to mention secondary weapons such as smart bombs and even extra should you feel inclined of finishing with one life (and if your present currency level feels up to it). Points are prizes in this game, be the score you tally up at the end of each stage, allowing you to build up your defenses (and offense) even further at the expense of your points tally.

Rainbow Art are really starting to get their act together these days, finally with the addition

Without a shot in the eye, they don't worry about such piling details as innovation; no, they borrow a load of tried and trusted ideas, throw them together into an outstanding little bundle and call it X-Out.

Nothing much happens that hasn't happened before. You jump into the cockpit of a futuristic amphibious craft and it to the beach with whatever gadgetry the local weapons shop will allow them get out there to kick ass. Eight levels of blasting, bombing and general destructive high jinks lie between the beleaguered pilot and the end of the game, with a store at the end of each stage. Beginning with





# REVIEW



with music reminiscent of the kind of track featured on Bat-Bleater Collection, the graphics and audio quality continuing

Sprites are generally on the small side, but all are very well animated and have a realistic metallic sheen to them, and the end-of-level guardians are fantastic - especially the first one which looks as though it's been built using parts from an octopus and a dead horse's skull!

To sum up, a blaster which looks great, sounds excellent and contains some of the toughest aliens in the making X-Out an absolute corker of a game. In my

It's even better than old Amiga faves, and one Rainbow Arts' best releases. Demarcis and who'd have thought they could better that one!

PAUL RAND

five Rock 'N' Roll and now with what must be classed as one of the best sideways shoot 'em ups to hit the Amiga in a long time. Horizontal scrollers are becoming rarer by the minute thanks to the likes of Xenon II, and although X-Out (by Crossout) has lifted ideas from the aforementioned classic, namely the shop section, a lack of originality is made up for with superb presentation and gameplay. The game kicks off with a marvellous animated introduction,

## UPDATE

Later this very month sees the release of the ST, C64, Amstrad and Spectrum versions of X-Out. While the ST game will retail at the same price as the Amiga version, the C64 and Amstrad versions will set you back £9.99, with Spectrum coming in at £8.99.



AMIGA	£19.99
GRAPHICS	91%
SOUND	92%
VALUE	90%
PLAYABILITY	88%

A very difficult shoot 'em up which holds no real surprises, X-Out still manages to be one of the best of its kind on the Amiga

OVERALL 90%

BRITAIN'S BIGGEST SELLING SPORTS HIT  
... IS ABOUT TO HIT THE WORLD ...

# FOOTBALL MANAGER

## World Cup Edition

In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans and creating new ones.

With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them, a game that will better the best.

Available soon on:  
**Spectrum 48/128K Tape,**  
**Spectrum + 3 Disk,**  
**CBM 64/128 Tape,**  
**CBM 64/128 Disk,**  
**Amstrad CPC Tape,**  
**Amstrad CPC Disk,**  
**MSX, Atari ST, Amiga,**  
**IBM PC.**



*Kevin Toms*  
"I have been studying football tactics and interviewing professional managers. This new game will bring you the results - more tactical management more realism, and more playability. I've done my best to give you the most entertaining game possible." 87

# WIN A PC ENGINE SG!!

We broke the news about the awesome PC Engine SG a couple of issues ago, and now, thanks to those wonderful Hong Kong PC Engine and Megadrive suppliers, West Leke, we've got one to give away!

Yup, the sequel to one of the biggest advances in gaming technology could be sitting in your bedroom, wowing friends and relatives alike, and generally making you one of the most respected members of your community and beyond - after all it's one of the very first to be imported into Britain!! This is one prize which you'd be out of your tree to miss out on.

So just what do you have to do to stand any chance of winning this marvellous piece of Japanese hardware? Not much as it happens. Just tell us this, in no more than 12 words why should YOU win the PC Engine SG. Stick your answer on the back of a postcard or folded-down envelope and send it off to: "WHAT?!!? A PC ENGINE SG? PUT ME DOWN FOR A ONE OF THEM, GUV" COMP, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Get your postcard to us before February 20th 1990 and remember - you've gotta be in it to win it!



DRIVING'S BIGGEST GAME HAS JUST GOT BIGGER.

# THUNDERBOLT Out Run



AVAILABLE ON  
IBM 54/128  
& DISK  
ATARI CASSETTE  
AMSTRAD CASSETTE  
& DISK  
ATARI ST & AMIGA

U.S. GOLD

SEGA

MORE CAR, MORE ROAD, MORE ACTION!

U.S. Gold Ltd., Dalme 2/2 Holford Way, Melford, Stroudgton SE 7AK, Tel. 031 535 3366

## AMIGA TOP 20

1	(1)	Batman	Ocean	96%
2	(-)	Stunt Car Racer	Microstyle	93%
3	(5)	Shadow o/t Beast	Peygnosis	78%
4	(4)	Continental Circus	Virgin	79%
5	(2)	Xenon II	Mirrorsoft	96%
6	(-)	Beach Volley	Ocean	80%
7	(-)	Interphase	Imageworks	89%
8	(6)	Power Drift	Activision	82%
9	(3)	Strider	US Gold	93%
10	(18)	Robocop	Ocean	90%
11	(-)	Battle Squadron	Electronic Zoo	73%
12	(10)	Felcon	Mirrorsoft	93%
13	(7)	Kick Off	Anco	84%
14	(-)	Altered Beest	Activision	69%
15	(9)	F16 Combat Pilot	DI	76%
16	(-)	Daggleh Soccer	Cognito	51%
17	(-)	Extra Time	Anco	85%
18	(15)	Gunship	Microprose	87%
19	(18)	Lombard RAC Rally	Menderin	83%
20	(-)	Test Drive 2	Accolade	93%

ST owners obviously like their driving games: In a single bound *Herd Drivin'* leaps straight to the top, displacing former number one, *Stunt Car Racer*. Strange that ST fans haven't taken to *Batman*, but at least the *Indy Adventure* is finally making some impact.

### PG'S TIPS

**CHASE HD:** 'Bleamin' marvelous race and chase action in Ocean's coin-op conversion  
**GHOULS AND GHOSTS:** Software Creations' excellent translation of the fantastic arcade game

**DAMOCLES:** The long-awaited 3D mega-quest should be out by the time you read this.

### OUTSIDE BET

**TURBO DUTRAN:** Perhaps not the most technically accomplished racing game, but should at least sell on the strength of the name.

*Batman* continues for another month, but right on the Batmobile's bumper is *Stunt Car Racer* which leaps into second place. *Electronic Zoo* get off to a good start with *Battle Squadron*, their polished but uninnovative blaster, and *Anco's Kick Off* add-on, *Extra Time* makes it into the chart's nether regions.

### PG'S TIPS

**IT CAME FROM THE DESERT:** Cinemaware's best yet. Didn't make it into this month's chart, but could well feature prominently in next month's.

**CHASE HD:** All the thrills and spills of the cop car coin-op, courtesy of Ocean.

**GHOULS N' GHOSTS:** Spiffy conversion by USG is finely out and sure to prove popular in the shires

### OUTSIDE BET

**THE UNTOUCHABLES:** Action-packed licence of the movie shows great promise.

## ATARI ST TOP 20

1	(-)	Herd Drivin'	Domark	92%
2	(-)	Strider	US Gold	93%
3	(1)	Stunt Car Racer	Microprose	94%
4	(4)	Continental Circus	Virgin	79%
5	(4)	Xenon II	Mirrorsoft	96%
6	(-)	Interphase	Imageworks	89%
7	(7)	TV Sports Football	Mirrorsoft	87%
8	(2)	Strider	US Gold	93%
9	(-)	Extra Time	Anco	85%
10	(-)	Beach Volley	Ocean	80%
11	(8)	Centrefold Squares	CDS	66%
12	(-)	Batman	Ocean	85%
13	(5)	Pepperboy	Elite	69%
14	(9)	Promised Lands	EA	85%
15	(6)	Kick Off	Anco	84%
16	(-)	Daggleh Soccer	Cognito	51%
17	(11)	Ferrari Formula 1	EA	69%
18	(-)	Indy - Lest Cruade	US Gold	95%
19	(13)	Altered Beest	Activision	69%
20	(-)	Power Drift	Activision	81%

### HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.



▲ Swinging to the top, it's Batman!



▲ Altered Beast metamorphoses at number 18.



▲ Rampage, now rampaging around number 13.



▲ Strider goes for a slash at number 12.

# ALL FORMATS

		GAME	COMPANY
1	(2)	BATMAN-MOVIE	OCEAN
2	(1)	PAPERBOY	ENCORE
3	(7)	ROBOCOP	OCEAN
4	(11)	POWER DRIFT	ACTIVISION
5	(-)	STUNT CAR	MICROPROS
6	(10)	GHOSTS/GOBLINS	ENCORE
7	(13)	CONT CIRCUS	VIRGIN
8	(4)	CRAZY CARS	HIT SQUAD
9	(-)	SHORT CIRCUIT	HIT SQUAD
10	(-)	UNTOUCHABLES	OCEAN
11	(-)	HARD DRIVIN'	DOMARK
12	(5)	STRIDER	US GOLD
13	(20)	RAMPAGE	HIT SQUAD
14	(16)	COBRA	HIT SQUAD
15	(18)	CABAL	OCEAN
16	(6)	BARBARIAN	KIXX
17	(3)	MANSELL'S GP	MARTECH
18	(9)	ALTERED BEAST	ACTIVISION
19	(14)	WIZBALL	HIT SQUAD
20	(-)	DOUBLE DRAGON	MELB HSE

It doesn't come as much of a surprise to find Batman at the top of the chart now that it's selling across all formats, but Paperboy certainly gave it a run for its money. Robocop is back at the top of the chart, no doubt because of the

# RACERS TOP 20

ANY	SPEC	AMS	C64	ST	AM
N	●	●	●	●	●
RE	●	●	●	-	-
N	●	●	●	●	●
SIGN	●	●	●	●	●
PROSE	●	●	-	●	●
RE	●	●	●	-	-
N	●	●	●	●	●
QUAD	●	●	●	●	●
QUAD	●	●	●	-	-
N	●	●	●	●	●
ARK	●	●	●	●	●
OLD	●	●	●	●	●
QUAD	●	●	●	●	-
QUAD	●	●	●	-	-
N	●	●	●	●	●
●	●	●	●	-	-
TECH	●	●	●	●	●
SION	●	●	●	●	●
QUAD	●	●	●	-	-
HSE	●	●	●	●	●

extra publicity gained from Ocean's ad on the recently released video. Stunt Car Racers finally makes it out and motors straight on up, and deservedly so, we say!



▲ The Untouchables stop for arrest at number 10.



▲ Hard Drivin' pootles about at number 11.



▲ Continental Circus, not out of the race yet.



▲ Cabal shoots people at number 15

# THE C+VG CHARTS



## C64 TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	52%
3	(-)	Stunt Car Racer	Microprose	93%
4	(-)	Power Drift	Activision	59%
5	(4)	Ghoulia 'n' Goblins	Encore	90%
6	(12)	Robocop	Ocean	84%
7	(-)	Untouchables	Ocean	85%
8	(5)	Cabal	Ocean	85%
9	(9)	Cobra	Hit Squad	38%
10	(3)	Top Gun	Hit Squad	29%
11	(6)	Strider	US Gold	55%
12	(-)	Short Circuit	Hit Squad	62%
13	(7)	Wizball	Hit Squad	92%
14	(-)	Rampage	Hit Squad	82%
15	(20)	Nigel Mansell's GP	Alternative	71%
16	(-)	Father Christmas	Alternative	70%
17	(-)	Double Dragon	Melbourne Hse	45%
18	(-)	100% Dyna-Mite	Ocean	88%
19	(11)	Strider	US Gold	85%
20	(19)	Altered Beast	Activision	73%

As in the Commodore chart, Batman and Paperboy have swapped positions during the month to leave Batman on top. The release of Robocop on sell-thru video and Ocean's ad on the tape seem to have revived the game, which was flagging at number 14 last month.

### PG'S TIPS

**DIZZY III:** You Spectrum owners seem to go ape over the Dizzy series, and this one promises to be the best of the lot.

**MYTH:** Absolutely astounding arcade adventure. The best original Spectrum game we've seen for months.

**GHOULS 'N' GHOSTS:** Remarkably good conversion of the Capcom knight-in-shining-armor romp.

### OUTSIDE BET

**NINJA WARRIORS:** A bit of an obscure coin-op, but the super slashing and bashing action should make it a big seller.

The festive present-buying season has meant that full price games have nudged out a lot of the budget tat. Batman finally displaces the rogue Paperboy to take top spot and the superlative Stunt Car Racer motors straight into the number three position.

### PG'S TIPS

**TUSKER:** Smart arcade adventure from System 3 could well ride high.

**MYTH:** Just hitting the shelves now. Tremendous graphics and lots of arcade adventuring.

**OPERATION THUNDERBOLT:** Should be out and selling like hot cakes by this time next month.

### OUTSIDE BET

**CHASE HQ:** Pretty bad conversion, but might well sell on the strength of the name alone.

## SPECTRUM TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	83%
3	(14)	Robocop	Ocean	87%
4	(-)	Hard Drivin'	Domark	75%
5	(-)	Untouchables	Ocean	85%
6	(-)	Crazy Cars	Hit Squad	60%
7	(-)	Rampage	Hit Squad	72%
8	(-)	Op Thunderbolt	Ocean	85%
9	(-)	Cabal	Ocean	70%
10	(5)	Short Circuit	Hit Squad	64%
11	(13)	Ghoulia 'n' Goblins	Encore	88%
12	(-)	Power Drift	Activision	59%
13	(18)	Batman 3D	Hit Squad	86%
14	(17)	Enduro Racer	Hit Squad	84%
15	(-)	Continental Circus	Virgin	73%
16	(4)	N Mensell's GP	Alternative	75%
17	(9)	Soccer 7	Cult	75%
18	(12)	Top Gun	Hit Squad	83%
19	(6)	Barbarian	Kixx	82%
20	(11)	T I Dizzy	Code Mstra	75%

### THE C+VG STAFF'S CURRENT GAME OBSESSIONS

**JULIAN RIGNALL:** BLACK NIGHT (PINBALL), MR HELI (PC ENGINE), FORTOTTEN WORLDS (MEGADRIVE), COBRA TRIANGLE (NINTENDO)  
**PAUL GLANCEY:** MR HELI (PC ENGINE), INDIANAPOLIS 500 (PC), SUPER HANG ON (MEGADRIVE), LIFE FORCE (NINTENDO)  
**PAUL RAND:** SUPER MARIO BROTHERS III (NINTENDO), DRAKKHEN (AMIGA), MR HELI (PC ENGINE), RAMBO III (MEGADRIVE)



# FOOTBALL MANAGER 2

## & FM2

# Expansion Kit

Britain's favourite football management game! An all time bestseller, featuring time bonuses, highlights, transfer market, two cups, matches, four leagues, two cups, statistics, records, player values, man to man marking, choice of playing styles, full result tables, sponsorship and more... Often imitated, never equalled.

This special customiser will make your favourite football management game even more manageable, allowing you to change team and player names, finances, points, starting divisions, strip colours (except FC); using the Expansion Kit, you can even play in special World and European leagues.

**SPECIAL LIMITED EDITION PACK WITH FREE EXPANSION KIT.**



COMING SOON  
**Football Manager World Cup Edition**

"What a great team these two make."

## What the press said ...

"Addictiveness ... Do I have to give it back?"  
ANSTRAD CPC COMPUTING.

"It's superb." ST USER.

"The role of manager is highly involving, a feeling enhanced by watching the match sequences."  
AMIGA USER INTERNATIONAL.

"Spectacular graphics and tactics, it offers unlimited action and even more fun and excitement." POPULAR COMPUTING WEEKLY.

"Addictive?" You betcha." YOUR SINCLAIR.

"Real football fans everywhere will love it. A leader in its field." CRASH.

"Football fans will be instantly hooked." ZEXP 64.

"If you lived the original buy this, if you like a challenge ... or are football crazy, buy this, its well written, well presented and (ahem) well nicked."  
AMSTRAD USER.

"This game has everything... what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest."  
SINCLAIR USER.



United Kingdom  
FMS Ltd  
Expansion Kit

United Kingdom  
Edition Pack  
FMS Ltd

SPECTRUM 48/128K	<del>£17.95</del>	£9.95
AMSTRAD Cassette	<del>£17.95</del>	£9.95
AMSTRAD Disk	<del>£27.95</del>	£14.95
IBM 64/128 Cassette	<del>£17.95</del>	£9.95
IBM 64/128 Disk	<del>£27.95</del>	£14.95
AMIGA	<del>£32.95</del>	£19.95
ATARI ST	<del>£32.95</del>	£19.95
IBM PC	<del>£32.95</del>	£19.95

# DRAKKHEN

BY IFOGRA S

It was after a brave peledin had been hung, drawn and quartered for slaying the last living dragon that the world's spellcasters found their magic failing. Since that day turmoil had erupted with a multitude of disasters ravaging the kingdom. In the mean time, the good ship Shadrak, while on a trading mission had become separated from its escort vessels when its powerless wind-wizard could not summon a breeze to fill the sails. Yet the ship was drawn northward by an unknown force, until it finally grounded on the shores of an uncharted island. Before the crew could investigate further, they were attacked and almost wiped out by an army of creatures: half man, half lizard, the Drakkhen.

The survivors of the battle were led to a huge palace where they were told of a Drakkhen plan to wipe out the human race and instigate a new age of dragons.

But the resourceful band escaped their captors, returned to the Shadrak and sailed back to their homeland to alert their people of the plight which would soon befall them. The nation's four bravest adventurers were given the task of sailing back to the Drakkhen island and wiping out the whole race.

Damg so would be difficult. The only clue was in the wind wizard's tale - while at the Drakkhen's palace he noticed an immense reptilian

▼ Morganna passes a dagger to her compatriot.

statue, its eyes shedding eight tears for the dragon race. During the conversation with the Drakkhen High Priest though, it was discovered that nine tears were shed, the last one for the humans who were to suffer at the claws of the dragons. This tear, in the form of a jewel, would have to be found by the adventurers if mankind were to stand any chance of survival.

Starting on a path not far from a castle, you have to take the path across the length and breadth of the 3D landscape, finding clues and killing monsters in your search for the Ninth Tear. Each member of the team begins with pretty puny weapons and armour, but these can be beefed up during the journey. As the dragons emit a massive amount of magical energy, a limited number of spells are available to the characters ranging from bolts of lightning to healing spells. As with the weapons, extra

▼ Outside the first dungeon, watching for sharks.

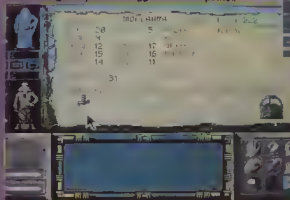


▲ Uh-oh! What was that noise?

spells, are hidden in spellbooks which lie in castles and palaces. While the four characters are usually controlled one at a time, they can be moved around as one group when outside, making for fast travel around the island's different areas which include grasslands, deserts and swamps.

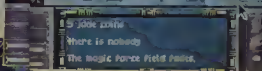
The landscape is fraught with terrors. Drakkhen forces are everywhere, in all sorts of

unspeakable shapes and sizes. Spending the night outdoors is very dangerous, as there's always the likelihood of attack from nocturnal winged creatures. But not all enemies are so obvious. What at first may appear to be an innocent, inanimate object such as a door or a fountain, could be a cleverly disguised demon, lying in wait to gobble up even the most fearless of adventurers.



# DRACKHEN

There's a secret passage in here... somewhere...



This place is "deserted" (art erl)

Drakkhen has been described by many as a pretender to the throne set upon by Dungeon Master, which is a silly thing to say as this two games have little in common, save for the fact that they're both viewed in three dimensions and both contain four main characters. In fact, Drakkhen is much more ad-

venture-oriented than DM, which refuses to be anything but straight RPG.

This 3D effect while outdoors is very good indeed, with fast frame updates and lots of objects around to break up the monotony of the otherwise flat earth.

Sampled sound effects add tremendous atmosphere



to the game with a wealth of different noises including the rustle of leaves in the wind, crickets rubbing their legs together at night and the blood-curdling screams of monsters launching themselves at the valiant four-some.

On the subject of the creatures to be found in this game, some of them are absolutely enormous, with horrible, gnashing fangs and bloodshot eyes - I particularly like the wolf's head which springs from the fountains at the crossroads.

My one and only whinge is that the game lacks any sort of compass, which would have been extremely useful in finding your way around Drakkhen. I suspect that you need to use the positions of the sun and stars to plot your course. Very realistic, I suppose, but unfortunately I've never been very good at astronomy.

A writhing demon rises from a shrine.

Drakkhen is a well-presented, addictive piece of adventuring, which comes complete with an enjoyable novella containing lots of clues. As I said, lack of a simple direction finder is a problem, but if you can overcome this (say by learning how to chart the stars) then you'll soon find yourself being dragged into the dangerous world of dragon bashing.

PAUL RAND

## UPDATE

Sorry, all you owners of anything other than an ST or Amiga; info-games have no immediate plans to release Drakkhen on anything other than these two machines.

ST £29.99

The only difference between this and the Amiga version is a not-quite-so-subtle colour fade on the horizon. If this is the sort of game which appeals to you, then make a trip to your nearest stockist and snap it up!

OVERALL 83%

AMIGA £29.99

GRAPHICS 88%  
SOUND 88%  
VALUE 79%  
PLAYABILITY 80%

Playability suffers from one or two silly omissions, but otherwise Drakkhen is a super game which should satisfy the adventuring spirit in most of you.

OVERALL 83%

# BUDGET

## SUPERTANK SIMULATOR

### CODE MASTERS

Oh dear, another dodgy arcade game disguised as a simulator and wrapped up in a load of self-congratulating waffle. This time it's a marginally upgraded version of that crusty old Atari 2600 cartridge, Tank Pong - guide your "super" (ha ha) tank through eight war-torn battle zones, blasting the pants off the enemies which you meet on the way.

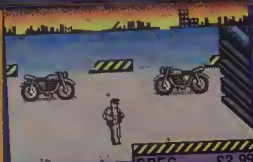
The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant!" and the rest which is

**SPEC £2.99**

*A horrible, nasty piece of software which could put Spectrum owners off games playing for life. Don't even think about buying it.*

**OVERALL 19%**

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant!" and the rest which is emblazoned across the inlay is hype, then you deserve to waste your money on this complete load of old rubbish. Instead of buying one of the other brilliant games reviewed this month.



## RENEGADE HIT SQUAD

Mr Renegade is a real hard guy, and he's not happy when gangs of hooligans mess up his place, so he and his hit team have to beat 'em up. So it must be no surprise that you'll find that's the only way to win in Renegade. You can't talk your way out of anything, and you can't cheat. You have to beat 'em up. And that's the only way to win.

Mr Renegade is a real hard guy, and he's not happy when gangs of hooligans mess up his place, so he and his hit team have to beat 'em up. So it must be no surprise that you'll find that's the only way to win in Renegade. You can't talk your way out of anything, and you can't cheat. You have to beat 'em up. And that's the only way to win.

The graphics aren't as nicely defined as those on the Spectrum, and the control system is a tad stiff, but Renegade is still a worthwhile buy.

**SPEC £2.99**

*Crisp, monochrome graphics work well in this well-programmed arcade beat 'em up, which is a snip at its new three pound price tag.*

**OVERALL 86%**

**AMSTRAD £2.99**

*Great sprites and backdrops, as well as the same high level of addiction as the others, make Amstrad Renegade the best of the bunch!*

**OVERALL 88%**

**C64 £2.99**

*The graphics aren't as nicely defined as those on the Spectrum, and the control system is a tad stiff, but Renegade is still a worthwhile buy.*

**OVERALL 80%**

## PREDATOR

### HIT SQUAD

Originally released by Activision, the player moves Arnie through four enemy filled jungle levels in his search for a missing helicopter and its crew. As it is not as it seems, though, because out there in the dense undergrowth is an alien hunter and you're its prey!

Four levels may not sound like a lot, but the lack of stages is compensated for by some incredibly tough gaming, with poor Arnie chopping and changing guns as if they were socks! Graphics are of well above average quality, especially the main Schwarzenegger sprite which sports a trendy flat-top hairstyle.

A brilliant game which captures the spirit of the film and, indeed, the star himself. Miss this at your peril!

**SPEC £2.99**

A mostly green screen lessens the overall impact of the game, but the larger sprites and even trickier play make up for Predator's monochromatic shortfalls.

**OVERALL 83%**

**C64 £2.99**

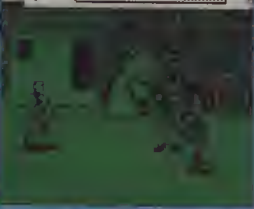
Mega-tough arcade blasting in the more than amicable company of Schwarzenegger and Co. In other words, a fab piece of re-released software!

**OVERALL 90%**

**AMSTRAD £2.99**

The colourful graphics of the C64 version and the Spectrum's difficulty level combine in Amstrad Predator to give CPC owners a smashing game.

**OVERALL 90%**



## COMBAT SCHOOL

### HIT SQUAD

Load up yer Doc Martens 'an' get yer 'air cul, you 'ornble little ehower, and make yer way down to the Combat School on the double, to partake in seven gruelling rounds of Marine training. From a horizontally scrolling assault course to a yomp through muddy waters, one or two new recruits must wobble that joystick until their arms break - and then some more - if they want to escape the wrath of the Sarge! Major, cross him and it's chin-up for you, my lad. Complete the training and you're assigned a dangerous mission, utilising some of the skills you learned at Marine Camp.

This is a truly mind-blowing conversion of the much-loved arcade smash, which calls on all your reserves of strength (as well as at least two spare joysticks!) for you to be in with any chance of success. Almost a scaled-down copy of the original, and sporting an amazing remix of 'I Wanna Be Your Drill Instructor' from the film Full Metal Jacket, £2.99 is a minuscule price to pay for a multi-event game of this calibre.



**C64 £2.99**

Combat School is just so good, you'll want to go and get your head shaved before loading it. First rate arcade action at a ridiculously low price.

**OVERALL 92%**

## PING PONG

### HIT SQUAD

Converted from the Konami arcade machine of the same name, one or two table tennis addicts take part in this 3D battle of the balls. Each player controls a ping-pong bat, situated at each end of the table, the aim being simply to hit the ball and attempt to make your opponent miss. Tournaments last for three games, the winner of game being the first person to score eleven points.

With a variety of different shots available to the budding mini Becker, Ping Pong is a cheap and cheerful little number which will warm the cockles of every sports snob's heart.

**C64 £2.99**

Fast bat 'n' ball action for one or two players, Ping Pong makes for addictive sporting excitement on the little screen - a lot better than watching the snooker!

**OVERALL 81%**



**AMSTRAD £2.99**

Absolutely no difference between this and 64 Ping Pong. Buy it - it's brilliant.

**OVERALL 81%**

**SPEC £2.99**

Apart from a loss of colour, this Spectrum version is as good as the C64 game. If you're a fan, don't hesitate in saying 'this one please' to the shopkeeper.

**OVERALL 81%**

1



## The Untouchables from Ocean

Relive the knife existence of Eliot Ness in his struggle against the retribution of mobster Capone. The ultimate set exciting action sequences put you in control of Eliot Ness's elite squad of crime busters. Alleyway shootouts. The Border Raid. The Railway Station confrontation and Warehouse bust culminating in the thrilling rooftop duel as you relive the knife edge existence of Ness in his struggle against the retribution of Capone!

### The Untouchables

	PRICE	CODE
Commodore 64	Cass £ 9.99	BF801CC
Commodore 128	Disk £14.99	BF802CD
Spectrum 48k	Cass £ 9.99	BF803SC
Spectrum +3	Disk £14.99	BF804SD
Amstrad CPC	Cass £ 9.99	BF805AC
Amstrad CPC	Disk £14.99	BF806AD
Atari ST	Disk £19.99	BF807ST
Amiga	Disk £24.99	BF808AM



# THE BIG

AN INCREDIBLE  
way to buy the  
month's top  
titles!

# CHOOSE ANY ONE

## BIG FOUR MAIL ORDER

- Fast delivery
- Friendly service
- Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

## It's so simple!

You may find it hard to believe that we're GIVING away software but it's true. You simply buy any of the titles on this page at the normal retail price listed and then you can pick any other title for the same title on a different format absolutely free - 1 change!

The only condition is that the value of the free game must not be greater than that of the game you're paying for.

Apert from that there are no strings attached. Identify TWO for the price of one! Or FOUR for the price of two... the sky's the limit. Have you ever seen a better offer?

FIRST CLASS POST, PACKING  
& VAT, INCLUDED

# 3

## Michael Jackson Moonwalker from U S Gold

After conquering the world of pop music, Michael Jackson channelled his energy and talent into making his first film. Now U S Gold present the home computer version of that film, endorsed by the Superstar himself. Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER a game like no other.

"You will be unable to tear your self away from the screen even when it's way past midnight!"  
Mark Higham - ST Format



For use on AMSTRAD/SCHNEIDER CPC Cassette Computers

### Moonwalker

	PRICE	CODE
Spectrum 48k	Cass £ 9.95	BF816SC
Spectrum +3	Disk £14.95	BF817SD
Commodore 64	Cass £ 9.95	BF818CC
Commodore 128	Disk £14.95	BF819CD
Amstrad CPC	Cass £ 9.95	BF820AC
Amstrad CPC	Disk £14.95	BF821AD
Atari ST	Disk £19.95	BF822ST
Amiga	Disk £19.95	BF823AM



2

### Laser Squad from Bladesoft

Laser Squad combines strategic skill with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of hunter or hunted, play with a friend and take turns at opposing roles. One player option plays against artificial intelligence so highly developed it bites!

"Laser Squad is a terrific game that is superbly playable and can definitely be recommended as one for the library of any gamer." **Andy Smith, Amiga Format**

#### Laser Squad

		PRICE	CODE
Spectrum 48	Cass	£ 9.95	BF809SC
Amstrad CPC	Cass	£ 9.95	BF810AC
Amstrad CPC	Disk	£14.95	BF811AD
Commodore 64	Cass	£ 9.95	BF812CC
Commodore 128	Disk	£14.95	BF813CD
Atari ST	Disk	£19.95	BF814ST
Amiga	Disk	£19.95	BF815AM



# GET ONE FREE!

4

### Operation Thunderbolt from Ocean

Follow up to last year's hit 'Operation Wolf'. The game brings you enhanced shoot'em up action for one or two players. Thunderbolt not only reproduces the horizontally scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries! Use the laser sight or the bulletproof vest, but watch out for those air-to-ground missiles.

"Brilliant is the only way to describe Thunderbolt" - not a game for the faint-hearted!  
**Trenton Webb - Amstrad Action**

#### Operation Thunderbolt

		PRICE	CODE
Spectrum 48K	Cass	£ 9.99	BF824SC
Spectrum +3	Disk	£14.99	BF825SD
Amstrad CPC	Cass	£ 9.99	BF826AC
Amstrad CPC	Disk	£14.99	BF827AD
Commodore 64	Cass	£9.99	BF828CC
Commodore	Disk	£14.99	BF829CD
Atari ST	Disk	£19.99	BF830ST
Amiga	Disk	£24.99	BF831AM

## ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

**YES** I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			<b>FREE!</b>
			<b>FREE!</b>

NAME

ADDRESS

PAYMENT BY ☐ Cheque ☐ Access ☐ Visa

CREDIT CARD NUMBER

EXPIRY DATE

Please make cheques payable to  
"Big Four Mail Order"

POST CODE

CVQ0999



# BUDGET

## PSYCHO CITY PLAYERS

Being the only honest cop-  
per on the streets of New  
York is just no fun any more.  
Your job is to round up a load  
of stolen gear, and blow  
away a formidable cast of  
street ouch. Bazookas and  
other weapons are cunningly  
hidden in "trashcans", but BE  
CAREFUL, because some  
bins are booby-trapped, and  
muggers and hitmen hide in  
others, just waiting to leap  
out and stick yer with their  
switchblades.

To be honest, this isn't the  
paragon of 3D arcade adventur-  
ing. The action is slow and  
tedious, the hoodlums are  
nigh on invincible and the  
sound is horrendous. Spend  
the money on War Machine  
instead.

## ALADDIN'S MAGIC LAMP

### NEW LINE SOFTWARE

First title in this new Scandinavian label stars the  
famed principal boys mate  
the genie, who is off to res-  
cue his Aladdin from the clut-  
ches of the evil old un. In  
The genie has to drive his  
magic lamp through live side-  
ways scrolling time zones",  
zapping bubbles, disembod-  
ied heads and other ab-  
stract metallic shapes until he  
gets to the big muha at the  
end of the zone. There's a  
very unadventurous extra  
weapons system which pro-  
vides various forms of fire in  
different directions.

The graphics are very  
pretty, with some great



**AMIGA £9.95**

A cheap, but very basic  
shoot 'em up. It's fun for  
a while, but can only be  
recommended to blas-  
ting fans on a tight bud-  
get.

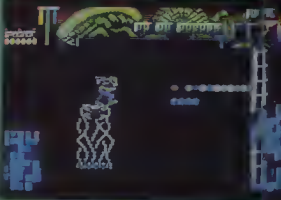
**OVERALL 72%**

sprites and super smooth  
scrolling backdrops and the  
loudspeaker jigs to subdued  
Euro pop and crisp sampled  
smashes.

## WAR MACHINE PLAYERS PREMIER

An alien syndicate has  
taken control of an aban-  
doned mining installation and  
it's down to you to find four  
bits of a super weapon and  
use it on the queen alien be-  
fore she takes over and starts  
filling the place with baby  
aliens. The mine is a platform-  
packed multi-screen labyrinth  
hiding all sorts of nasty sur-  
prises, but you're well  
equipped to do battle with the  
best (or worst) of 'em.

War Machine is definitely



**AMSTRAD £1.99**

Pretty poor arcade adven-  
ture, spoilt by slow and an-  
noying gameplay.

**OVERALL 51%**



**C64 £2.9**

Smart graphics and sound  
but the gameplay suffers  
because of a supernature  
level of difficulty.

**OVERALL 58%**



## SHARK PLAYERS PREMIER

The Shark of the title is a new super-sub which you have to pilot into the Atlantic 5 seabases to rid it of the cheeky Snake brothers who have moved in without permission. In fact, they're so cheeky that not only have they moved in, they've invited a load of reptilian males round as well!

The Snakes aren't the only cheeky ones, though. This is the second game by Players (the first being Task Force) which looks deconcertingly similar to the old Hewson blaster, Cybernoid. The screen layouts are similar, the controls are the same, even the extra weapons are precicallly identical. But of course the copy isn't as good as the original and Shark is made ridiculously difficult by the heavily armoured enemy ships which populate the corridors and are so tough that they have to be shot at least eight times before they explode!

**SPEC £2.99**

Again, Shark looks and sounds neat, but if a plagued by the same piddly weapon problems, so it's not as much fun as it could have been.

**OVERALL 56%**

the best budget release of the month. The gameplay is compelling, the graphics are very colourful, and there are some really pretty special effects which give the game that bit of extra polish that's so often missing from Amstrad budget titles.

**AMS £2.99**

Superb arcade adventuring action. One of the few budget arcade adventures really worth playing.

**OVERALL 88%**

## JONAH BARRINGTON'S SQUASH MASTERTRONIC PLUS

This release features not only Jonah Barrington's (he's very big in the squash world, by the way), but also his voice, which can be heard gurgling the scores and telling the players off for shots. The speech is probably the game's only high point, because the actual action is so confusing. Placing your player in a position from where he can return the ball is so difficult that often than not whoever serves wins the point. As a squash game this is no more enjoyable than playing on my old Bristone TV game.

**C64 £2.99**

Squash isn't the most exciting sport to simulate in the first place, and this computer version isn't going to keep you glued to the joystick.

**OVERALL 49%**

**SPEC £2.99**

Fine graphics so it's not quite so difficult to see what's going on, but it's still not hours of fun.

**OVERALL 50%**

**AMS £2.99**

Very similar to the Spectrum version, so, again, OK but not terrific fun.

**OVERALL 51%**

## SAILING MASTERTRONIC

Well, since the main-bracket "What" I thought, "could be more boring than a 3D sailing simulator. But, no, this is a surprisingly good game - a

Position. You get to design your yacht then sail it against the international opposition, working your way up through a sort of world league.

Success is apparently all down to judiciously hoisting and lowering your spinnaker, and tacking into the breeze - a mad thing, but it really

works as complicated as it sounds. The sound chip makes appropriate "SWOOOSHHH" noises and the horizon dips and rolls convincingly - any more realistic and you'd be throwing up over the side.

**AMS £2.99**

Not much difference between this and the C64 version, except, perhaps, slightly clearer graphics.

**OVERALL 83%**

**SPEC £2.99**

Again, it's only graphical differences which separate this from the other versions.

**OVERALL 80%**

**C64 £2.99**

Hardly a mainstream subject, but an entertaining game nonetheless. Worth trying if you're after something different.

**OVERALL 82%**

TM

**BATMAN** is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city — **BATMAN.**

"Go with a smile and get this extravaganza (probably better than the film!) What a game! ... other excellent movie tie-ins you can't miss." **Crash**

"Perfect! Close and tight to the atmosphere - and it's a great idea of the game. It's perfectly the most effective sprite-based 16-bit game, the best I've seen. Definitely the best film tie-in yet - make sure you don't miss the game." **Crash**

"One of the year's best... game tie-in film tie-in quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." **Crash**

"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" **Your Sinclair**



# ocean

TM & © 1984 DC Comics Inc.

Ocean Software Limited - 6 Central Square, Manchester - M2 5NS  
Telephone: 061 832 6633 • Telex: 669977 OCEANS G • Fax: 061 834 0650

# AQUANAUT

## UPDATE

Versions for the Amiga and PC are in the pipeline and they should emerge early on in 1990.

### BY ADDICTIVE

Oh excitement! The Earth's being invaded (again), but this time the bug-eyed space creatures have moved into the lost city of Atlantis from where they're planning to launch their final devastating attack on humankind. Luckily for us, there's one man who knows NO FEAR (!) and that man is ace aquanaut Ric Flair.

In the first section Ric plunges into the murky, sideways scroffling ocean depths. Swimming right, Ric has to dodge or rocket numerous hazards, including homing swordfish, tentacle jellyfish, barrels of nuclear waste and depth charges. A kindly quarantine meter has dropped off some equipment pods, containing the tools you need to complete the game.

Graphically, this section is great: loads of big, well-animated sprites - and it's a pretty good blast too. My one complaint is that once a swordfish or a shark gets on you, flippers you can have real problems getting rid of it because by the time Ric's turned around to shoot, he's been skewered.

The next section is a hunt through submarine caverns for the entrance to Atlantis. Useful items are scattered hither and thither, and it's up to you to work out what to use where.

The final load is set in the corridors of Atlantis, which are positively swarming with Ramanishi aliens. As well as toying the Ramanishi spaceship, Ric has to find and release the four remain-



▲ Don't touch the nuclear waste!

ing Atlanteans. Again, it's a case of finding objects and using them in the right places, but this time he has Ramanishi guards to deal with. Unless he finds a better weapon, this means chucking knives at them before they can louch him. Again, this section is made tougher by the fact that Ric can't turn and fire instantaneously, so aliens simultaneously approaching from both sides can be extremely lucky to deal with. The puzzles are fairly logical, but some of the objects are so alien that it's

▼ Beware of this, er, dog?



anyone's guess what purpose they could possibly serve. Still, I suppose it all adds to the mystery.

Although it's not without its faults, Aquanaut is an entertaining sort of game. Each section has enough to keep you immersed (immersed - geddit?) for a good few months, and there's even a handy game save to save you from swimming over old ground. If you're after something out of the ordinary, check it out.

PAUL GLANCEY

▼ A transporter cube.



ST	£24.99
GRAPHICS	80%
SOUND	60%
VALUE	80%
PLAYABILITY	75%

An enjoyable combination of exploring and blasting games, made a bit over-difficult by one or two flaws.

OVERALL 76%

# THE UNTOUCHABLES™

## THE ULTIMATE

An exciting action saga...  
put you in control of  
the kind of...

## ALLEYWAY SHOOTOUTS

## THE BORDER RAID

The Railway Station confrontation and  
Vinehouse bust culminating in the thrilling  
development of a...

## ROOFTOP DUEL

as you live the knife-edge existence of Harve  
in his struggle against the retribution of Capone!

## THE UNTOUCHABLES LIVE AN AMERICAN LEGEND



A fine example of how to do the job  
properly... a cracking conversion...  
really one of the most successful  
Sincles for data!

"An absolute corker of a game... as  
smooth and polished as you can get,  
animation is top notch... a brilliant  
film conversion!"  
Your Sinclair



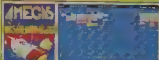
1M  
100%  
Complete  
Adaptation  
SPEC  
COMM  
AMS  
**£9.95**  
ATARI  
PC & COM  
**£19.95**  
AMI  
**£24.95**

"Apart from the sheer thought  
appeared in the game design, there  
are the superb graphics!"  
Games Machine

"The film was great... the game is  
even better. Great atmosphere... the  
game is brilliant... a spectacular  
cinema game, an unbeatable  
package... and utterly superb game!"  
Zzap

# FREE! TENSTAR PACK WORTH OVER £229!

# Commodore AMIGA



FREE! - MECHS by Players



FREE! - INSANITY FIGHT by Microdel



FREE! - ART OF CHESS by SPA



FREE! - MERCENARY COMP by NovaGen



FREE! - BARBARIAN ULT WARRIOR by Prince



FREE! - TERRAPODS by Paygrove



FREE! - BUGGY BOY by Elite



FREE! - THUNDERCATS by Elite



FREE! - IKARI WARRIORS by Elite



FREE! - WIZBALL by Ocean



ONLY £33.34 per month

**£346.95** **£399**  
INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers which are now emerging as the new standard for home computing based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No.1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack which will give details of the Silica service and the very latest Silica Amiga offers. ENR

## WHY SILICA SHOP?

Before you decide to buy your own Commodore Amiga computer, you need to know what you are getting. There are MANY companies, each with their own philosophy as to what the best way of selling Amiga is. There are many companies, each with their own philosophy as to what the best way of selling Amiga is. There are many companies, each with their own philosophy as to what the best way of selling Amiga is.

**THE FULL STOCK RANGE:** The largest range of Amiga related peripherals, accessories, books and software in the UK.

**AFTER SALES SUPPORT:** The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

**FREE NEWSLETTERS:** Mailed direct to your home as soon as we print them. Featuring offers and latest releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped to Silica Shop customers within the UK mainland.

**PRICE MATCH PROMISE:** We will normally match our competitors offers on a like for like product same price basis.

**FREE TECHNICAL HELP:** Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

## PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE:</b>	<b>£399</b>

## 1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£999.43</b>
<b>LESS DISCOUNT:</b>	<b>£350.43</b>
<b>PACK PRICE:</b>	<b>£649</b>

## FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop you will not only get a high powered value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard. So you can plug your Amiga straight into your TV at home. We are also including a not included with the A500-A1045 pack as it is required for use with modems. Secondly, we have added a free copy of Photon Paint, an advanced graphics package with a RRP of £69.95. Last but not least, as this is the only Amiga pack that you can get for under £400, we are giving away the phenomenal TENSTAR GAMES PACK with every A500 purchased at Silica Shop. The pack includes ten top Amiga titles which have a combined RRP of nearly £230. Return the coupon for details.

## FREE TENSTAR PACK

Amiga 500	£399.99
Art Of Chess	£24.95
Barbarian Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Mercenary Comp	£19.95
Terrapods	£24.95
Thundercats	£24.95
Wizball	£24.95
<b>TOTAL RRP:</b>	<b>£229.50</b>

## DO YOU OWN AN AMIGAT?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, fill in this form. We will be pleased to send you copies of our price lists and newsletters. FREE OF CHARGE. We will include your details in our complimentary Amiga newsletter. It is a free Amiga newsletter and is sent to all registered Amiga users. It is sent to all registered Amiga users.

## SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111  
1-4 The Mews, Hatherly Road, Sidcup, Kent DA14 4DX

OPEN MON-SAT 9am - 5pm LATE NIGHT FRIDAY 8pm - 10pm

**LONDON** 01-590 4000  
52 Tottenham Court Road, London, W1P 0LP

OPEN MON-SAT 9am - 5pm LATE NIGHT FRIDAY 8pm - 10pm

## To Silica Shop Ltd. CWDG/90, 1-4 The Mews, Hatherly Road, Sidcup, Kent DA14 4DX

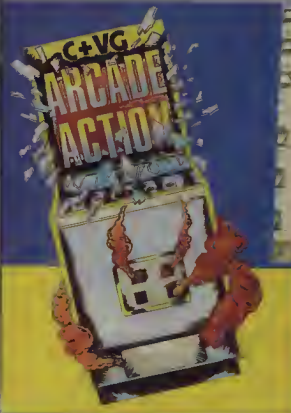
## PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Ms/Ms Initials Surname

Address

Postcode

Do you already own a computer? If so, which one? (Type and model)



One of the greatest horizontally scrolling shoot 'em ups of all time is R-Type. Its combination of stunning graphics, amazing weaponry and great gameplay has yet to be equalled.

Until now, R-Type II is here.

Once again you take control of the R-9 fighter, and once again it's the evil Bydo Empire who you're up against. But this time the enemy is bigger, tougher and more vile than ever. So collect those power-ups, beam up your weaponry and prepare to fight for your right to party.

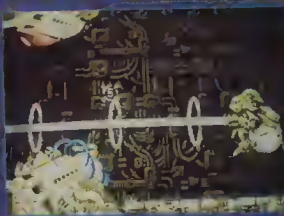
The graphics are fantastic, with revolting, pulsating aliens that really DO look alien, huge mother-ships with all sorts of hor-

rible squelchy bits, tentacles and dangly things to blast into oblivion, and some really nice effects such as on level two where the action takes place under water. The sound is also atmospheric and really enhances the action.

R-Type II is a brilliant blast and is every bit as good as the original. Make sure you've got plenty of change when you play it.

GRAPHICS	93%
SOUND	88%
VALUE	90%
PLAYABILITY	95%

**OVERALL 92%**





# DJ KID

Here's an interesting little game - it's a sort of Double Dragon on roller skates. Sounds weird, doesn't it, but actually, DJ

Kid is a whole heap of larks. The idea is to travel into the wrong side of town and simply kick the shinola out of all the baddie skaters

who live there. DJ has all sorts of moves to help topple the enemy from their skates, including a variety of punches and ely elbow jabs!

As you travel deeper into enemy territory, things get tougher and tougher, with some of the beefiest baddies ever seen on four

wheels!!

Featuring humorous cartoon-style graphics and wacky sounds, DJ Kid is a game best 'em up fans will love.

GRAPHICS	88%
SOUND	87%
VALUE	87%
PLAYABILITY	90%
OVERALL	89%







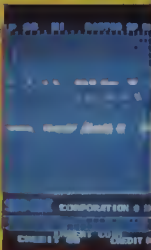
# NEXT SPACE

There are loads of vertically scrolling shoot 'em ups in the arcade at the moment, some good, some average and some bad. The Next Space is yet another, and falls into the middle category.

It's a one or simultaneous two-player blaster in which the heroes fly into space and battle hordes of alien ships. Bleep an anti-revenge and power-ups are left behind to help you kick even more ass, and of course there are great big end of level baddies...

Hard to tell before? Played it all before? Afraid so. Not only is the Next Space very similar to loads of other shoot 'em ups out there, it's not a particularly good game either. Blasting fans might like to give it a whirl, but it doesn't hold your interest for long.

GRAPHICS	81%
SOUND	79%
VALUE	72%
PLAYABILITY	78%
OVERALL	76%





## ► ARCADE HIGHSCORES

If you're a record breaker in the arcades, why not get famous by sending in your scores to: **ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table.

1942

12,160,830 Graham Shaw, Loughlin, Essex

**AFTERBURNER**

24,555,000 John Bristow, Erit, Kent

**ALIEN SYNDROME**

843,010 Colin McWhirter, Ballymena, N Ireland

**ARKANOID**

1,478,760 Stewart Bell, Macclesfield, Cheshire

**ASSAULT**

335,550 Martin Deem, Portsmouth

**ATOMIC ROBOKID**

14,101,430 Symon Brown, London

**BATTLE RANGERS**

199,980 Wilson Lau, King's Lynn, Norfolk

**BLASTEROIDS**

2,599,740 EGG, Portsmouth

**BOMB JACK**

45,672,000 Gary Harrod, Poole

**CABAL**

4,225,000 John Bristow, Erit, Kent

**CHASE HO**

17,285,000 John Bristow, Erit, Kent

**CHELNOV**

345,700 Martin Deem, Portsmouth

**CRIMEFIGHTERS**

225 Jermaine Allen, London

**OARIUS**

4,293,600 Keith Bradley, Blackburn, Lancs

**DEMON WORLD**

1,501,500 Martin Deem, Portsmouth

**DOUBLE DRAGON**

999,999 Colin McWhirter, Ballymena, N Ireland

**DOUBLE DRAGON II**

885,000 John Bristow, Erit, Kent

**DRAGON BREEO**

996,450 Jamie Morse, Weston-Super-Mare

**DRAGON SPIRIT**

994,375 Jamie Morse (JIM), Weston-Super-Mare

**DYNAMITE OUKI**

1,337,900 Gary Harrod, Poole

**DRAGON WARS**

1,010,700 Peter Amor, Clevedon, Avon

**FINAL BLOW**

1,364,220 Peter Amor, Clevedon, Avon

**FINAL ROUND**

11,945,600 Tim Welker, Brighton

**FLYING SNARK**

2,949,600 Gary Harrod, Poole

**FORGOTTEN WORLDS**

6,927,600 Gary Harrod (GJH), Portsmouth

**GALAGA 88**

1,678,070 Chris Ford (CAF), Lancing, W Sussex

**GALAXY FORCE**

2,253,070 Tony Schrab, Reading, Berks

**GANG WARS**

79,950 Anthony Shilton (BUZ), Tiptree, Essex

**GEMINI WINGS**

1,108,640 Martin Deem, Portsmouth

**GHOSTS 'N' GOBLINS**

7,554,700 Simon Lennok, N Ireland

**GHOULS 'N' GHOSTS**

79,855 Jamie Morse, Weston-Super-Mare

**GOLDEN AXE**

265,0 Gery Harrod, Poole

**HANG-ON**

49,658,320 Martin Deem (MJD), Portsmouth

**HAUNTED CASTLE**

368,220 Gavin Davis, Swansea

**HELLFIRE**

327,000 Julian Rignall (JAZ), Southend

**NOT CHASE**

270,540 Alex Ware (AKW), Sheffield

**IKARI WARRIORS**

1,412,300 Graham Shaw, Loughlin, Essex

**KING OF BOXER**

487,000 Michael Pearson (MP), Slough, Cleveland

**LEGEND HERO TONMA**

209,890 Chris Ford, Lancing

**MARBLE MADNESS**

208,340 Martin Deem, Portsmouth

**MAIN EVENT**

5,488,800 Tim Walker,

Brighton

**NARC**

3,360,050 Robin Levy (RJJ), Exeter

**NEMESIS**

1,376,400 Mario Kyriacou, Canterbury, Kent

**NEW ZEALAND STORY**

3,500,000 Martin Deem, Portsmouth

**NINJA WARRIORS**

238,100 TOD, Ballymena, Antrim

**OPERATION THUNDER-BOLT**

386,390 R G Porter (ROB), Lancaster

**OPERATION WOLF**

1,061,100 Neil Kelly, Isleworth, Middlesex

**OROYNE**

471,840 Alex Ware, Sheffield

**OUTRUN**

56,024,110 Peter Amor, Clevedon, Avon

**OUTRUN TURBO**

22,690,020 Anthony Shilton (BUZ), Tiptree, Essex

**PACLANDO**

4,936,910 Martin Deem, Portsmouth

**P-47**

1,675,890 Chris Ford, Lancing, W Sussex

**POW**

233,720 Colin McWhirter, Ballymena, N Ireland

**POWER DRIFT**

5,798,625 Morris Wilson (BMW), London

**PREHISTORIC ISLE**

1,606,800 Gary Harrod (GJH), Poole

**QUARTET**

8,576,750 James Washburn, Essex

**RASTAN SAGA**

1,081,000 Colin McWhirter, Ballymena, N Ireland

**RASTAN II**

894,950 Jamie Morse (JIM), Weston-Super-Mare

**RAINBOW ISLANDS**

430,500 Michael Pearson (MP), Slough, Cleveland

**ROADBLASTERS**

1,560,000 J. Melton Mowbray, Leics

**ROBOCOP**

4,931,400 Tim Walker, Brighton

**ROCK 'N' RAGE**

9,999,990 J Stevens, Cranfield, Beds

**SAINT DRAGON**

940,370 Colin McWhirter, Ballymena, N Ireland

**SECRET AGENT**

675,300 Adam Davidson, Manchester

**SHADOW WARRIORS**

203,800 Gary Harrod, Poole, Dorset

**SHAO-LIN'S ROAD**

11,834,000 Firoz Rawal, Manchester

**SHINOBI**

594,390 Jeff Purnell (JEF), Clevedon, Avon

**SIDE ARMS**

1,846,800 Graham Shaw, Loughlin, Essex

**SILKWORM**

2,449,400 Robin Forsberg, Soderhamn, Sweden

**SKY ADVENTURES**

6,641 Gary Harrod, Poole

**SKY SOLDIERS**

2,379,760 Gary Harrod (GJH), Portsmouth

**SPLATTERHOUSE**

394,500 Jamie Morse, Weston-Super-Mare

**STRIDER**

333,980 Jamie Morse, Weston-Super-Mare

**SUPER CONTRA**

12,858,900 Gavin Davis, Swansea

**SUPER HANG-ON**

BEG 29,874,670 Martin Deem, Portsmouth

**JUN. 38.91, 1,000 Martin Deem, Portsmouth**

**SEN 51,000,000 Martin Deem, Portsmouth**

**EXP 24,090,220 Martin Deem, Portsmouth**

**SUPERMAN**

2,010,700 Gary Harrod, Poole, Dorset

**TERRA FORCE**

857,700 Shaun Osbourne (SFO), Ashford

**TETRIS**

186,320 Jeff Purnell (JEF), Clevedon, Avon

**TIGER ROAD**

1,740,000 Firoz Rawal, Manchester

**TOOBIN'**

14,534,440 Martin Deem, Portsmouth

**TRUXTON**

1,883,090 Gary Harrod, Poole, Dorset

**TWIN COBRA**

2,221,680 Martin Deem, Portsmouth

**UN SQUADRON**

1,333,810 Gary Harrod, Poole

**VINOICATORS**

1,467,400 Hwo Li Lam (DRY), Leicester

**VIOLENCE FIGHT**

257,900 Jamie Morse (JIM), Weston-Super-Mare

**VULCAN VENTURE**

945,650 Colin McWhirter, Ballymena, N Ireland

# NATIONAL DEALER DIRECTORY

YOU'VE READ ABOUT THE BEST SOFTWARE TO BUY SO HERE'S WHERE TO BUY IT FROM

## BUCKINGHAMSHIRE

SOFT-LY  
5 Deer Walk, Shopping Building,  
Milton Keynes  
0906 670620

## CAMBRIDGESHIRE

LOGIC SALES LTD  
6 Midgate, Peterborough, PE1 1TN.  
0733 495996

## CORNWALL

TRURO MICRO LTD  
Bridge House, New Bodge Street, Truro,  
Cornwall, TR1 2AA  
0672 40043  
HELSTON COMPUTER CENTRE  
Russell Knights House,  
Cottagehall Street, Helston,  
Cornwall, TR13 8EB  
0326 563765

## DEVON

COMPUTERBASE  
21 Market Avenue, City Centre,  
Plymouth.  
0752 672129  
FLAGSTAR COMPUTERS LTD  
Unit 4, The Westward Shopping Centre,  
Tolnes, South Devon  
0933 965529  
SOFTWARE EXPRESS LTD  
9 Exeter Street (the Viaduct), Plymouth.  
0752 265272

## DORSET

COLUMBIA COMPUTERS  
17 Columbia Road, Bournemouth  
0202 535542

## EAST SUSSEX

BRIGHTON COMPUTER EXCHANGE  
2 Ann Street, Brighton.  
0273 570240  
GAMER COMPUTER  
11 East Street, Brighton  
0273 728681  
COMPUTERWARE  
22 St. Leonards Road, Buxhill-On-Sea,  
East Sussex  
0424 225340  
COMPUTERWARE  
271 Seaside  
Eastbourne, BN22 7NU  
0323 646109

## ESSEX

ILFORD COMPUTER CENTRE  
122 Lay Street, Ilford, Essex  
01-553 4139

## GREATER MANCHESTER

VUDATA  
203 Stamford Street,  
Ashton-Under-Lyme.  
061 339 0326

## HAMPSHIRE

KING S SOFTWARE  
No 3 The Antique Market (5 days a week)  
King's Walk, Winchester, Hampshire

## HERTFORDSHIRE

FAXMINSTER LTD  
25 Market Square, Hemel Hempstead.  
0442 55044  
GAMESKEEPER  
10 Station Road, Leitchworth, Herts  
0462 672547  
LOGIC SALES LTD  
5 Lynton Parade, Cheshunt, Herts.  
0992 25323

## KENT

COMPUTER LEISURE CENTRE  
117 High Street, Orpington, Kent  
0689 21101  
TERRI S COMPUTERS AND VIDEO  
2 Station Square, Petts Wood BR5 1NA.  
0689 27816  
TERRI S COMPUTERS AND VIDEO  
90 High Street, Sidcup  
01 300 0990  
TERRI S COMPUTERS AND VIDEO  
292 High Street, Orpington  
0689 21515  
THE MICRO MACHINE  
354 High Street, Chatham, Kent.  
0634 831870

## LANCASHIRE

PV COMPUTERS LTD  
134 Abbey Street, Accrington,  
Lancashire, BB5 1EE  
0254 35345

## LONDON

EROL COMPUTERS  
125 High Street, Walthamstow  
01 529 7763

## LDNDDN CDNT.

ADAMS WORLD OF SOFTWARE LTD  
779 High Road, North Finchley, N12.  
01 445 2241  
ADAMS WORLD OF SOFTWARE LTD  
265 Station Road, Harrow, NW.  
01 863 7262  
SPECTRESOFT  
Jubilee Covered Market, Covent Garden,  
London WC2B 01 240 1785  
ST. AMIGA AND SEGA COMPUTER  
SHOP  
202/203 Shopping Hell, Myrtle Road,  
East Ham, London E6.  
01-471 8900  
THE VIDEO CENTRE (ATARI & AMIGA)  
2 Denmark Terrace, Fortis Green,  
East Finchley, London N2  
01-365 2840  
(Open room 11pm, Fri-Sat 12pm)  
LOGIC SALES LTD  
19 The Broadway, Southgate, London,  
N14 6PH 01 832 4942

## MIDDLESEX

ADAMS WORLD OF SOFTWARE LTD  
190C Station Road, Edgware  
01 952 0451

## MID SUSSEX

ADDOO (SUSSEX) LTD  
41 Field Way, Lindfield,  
Nr Haywards Heath.  
0444 459 103/450 521 (please phone first)

## NORFOLK

VIKING COMPUTERS  
Ardney Rise, Catton Grove Road  
Norwich  
0603 425209

## NORTHAMPTONSHIRE

A-Z LEISURE  
23a Lower Mall, Weston Favell Centre,  
Northampton NN3 4JZ. 0604 414528  
SOFTSPOT  
42 High Street, Daventry  
0327 79020

## NOTTINGHAMSHIRE

LONG EATON SOFTWARE CENTRE  
Commerce House, West Gate,  
Long Eaton, Nottingham, NG10 1EG.  
0602 728556

DEALERS - JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102, 401 SOFTWARE BUYERS.

|||||

**SOFTSPOT**  
5/6 Broad Street, Banbury  
0295 80921

START CHECKING

**FOSTERS**  
59 Tamworth Street, Lichfield, Staffs.,  
WS13 6JW.  
0543 262341

**CERT CERT**

**BITS & BYTES**  
47 Upper Orwell Street, Ipswich  
0473 219961

**BITS AND BYTES**  
45 Orwell Road, Felixstowe  
0394 279266

////////////////////

**E C COMPUTERS**  
Glamorgan House, David Street, Cardiff.  
0222 390286  
**MICROMAGIC**  
10 Neolmaes-Y-Gelynn,  
Monistown, Swansea SA6 6JT  
0792 798061, 0831 126181 (outside area of)  
**SOFTCENTRE**  
28/30 The Parade, Cwmbran Town  
Centre, Cwmbran 06333 58131

**SPA COMPUTER CENTRE**  
58 Clarendon Street, Royal Leamington  
Spa, Warwickshire  
0926 337 648  
0926 425 995 (Fax)

////////////////////

SOFTWARE EXPRESS  
12-213 Broad Street, Birmingham  
21 643 9100  
COMTAZIA  
04 High Street, Dudley  
384 239259  
COMTAZIA  
Shopping Mall, Merryhill Shopping  
Centre, Brinsley, Hill 0384 261699  
IR DISK  
1-12 Three Shires, Oak Road,  
Wearwood, Worsley  
21 429 4996  
IR DISK  
Smallbrook Queensway, City Centre  
Birmingham, B5 4EN  
21 6161168

7207 3568A

**WORTHING COMPUTERS**  
Warwick Street, Worthing  
03 210861

**RAWLEY COMPUTERS**  
2 The Boulevard, Crawley.  
03 37842

**COMPUTER**  
+video  
**GAMES**

**Classified**

**FREE MEMBERSHIP!**

Hire—CRM64 Spectrum, Amstrad  
and VIC 20  
Software (Top Titles)  
Send 2 x 20p stamps for your hire kit  
Computersoft (CV), PO Box 28  
North PDO,  
Nottingham NG5 2EE  
(These titles which *are* hire)

ATARI S. T.

Games for **HIRE** or **PURCHASE**  
**TRY** before you **BUY**  
 At least 15% off all software  
 Guaranteed Originals  
 We have the **LOWEST** Membership & **Nine** Fees  
 of any ST Club  
 Try our Public Board for **FREE** **LOW** prices  
 Sweep your originals in our **SWEEPSTAKES**  
**SPECIAL FEBRUARY OFFER**  
**FOR NEW MEMBERS**  
 New Releases added **WEEKLY**  
 Monthly Newsletter  
 plus lots of Member's interaction  
 Please analyze **LARGE S.A.E.** to  
 Carn-Gom Software (DEPT. CVG)  
 Mermaid House, Woodford Street,  
 Ashford, KENT TN23 1QG

## SOFTWARE EXCHANGE SERVICES

**ATARI/AMIGA/PC**  
Sweep your used files on our national database system  
and fully computerised service (electronically controlled and  
strictly original programs only)  
Send SAE for registration form to:  
S E B 25 Newton Crescent, Chalfonts,  
Glos. GL53 7BD

**ATARI ST AND  
AMIGA SOFTWARE**

We have all round service of course.  
 FOR HIRE: Any size and less your £300 per annum less Annual  
 4,500 different original titles. For full details send a stamped  
 addressed envelope to Telephone Tuesday to Friday 7pm-10pm  
**LOW ATARI PRICES**  
 Atari 520 STE £280.00 (post free) + 10 disks.  
 Ataris 4000 at only £250.00 Post free  
**BEST QUALITY DISKS**  
 Top quality unformatted 1 1/4" double sided disks  
 10 for £12.00      50 for £54.00  
 25 for £29.00      100 for £96.00  
**Happy Discovery cartridges for the ST.**  
 Only £10.00 or 300.00 per lot.  
 Free Institute training film: Software not loading up and ST software to disk

**C.A. MICROS**

46 STROUD GREEN RD. RIMBURY PARK, LONDON N4  
PC ENGINE, AMIGA, ATARI ST, C64,  
SPECTRUM, AMSTRAD, SEGA AND NINTENDO.  
We will also be dealing in the SEGA MEGA DRIVE  
NINTENDO GAMEBOY and the KONIX  
MULTI-SYSTEM  
ALL SOFTWARE PRICES UNDER RRP  
OPEN 10am-6pm Mon-Sat  
Tel 01 281 1286

**SPEC. CBM64. ST. AMIGA HIRE!**

Notice: Former Self-Defense Militant Software Library  
Old and new members welcome  
Two books at a time  
Full refund, including post, 18 days allowed for him. Membership  
allows use on multiple machines. (Business, insurance, education and  
science for hire). Multiple copies of new software are  
Over 100 titles to choose from. Available updates, newsletters and  
merchandise. Life membership is \$1 and best price here.  
New level at the rate of \$100 per year. If you'll send us \$100  
members can 100 more  
For details send S.A.E. to  
H.B.I. (CINVI)  
T.H.M.H. Press, Ltd., 100, N.Y. 10022-5001

**SPECTRUM +2** Over 15 top titles, incl. *Forgotten Worlds*, *Bionic Commandos*, *Dynasty Ducks*, *Graphical Adventure Creator*, etc. + loads of budget folders as well. Phone 0675 81352 and ask for James.

**If you would  
like to advertise  
in this space:  
Call Tina on  
01-251 6222  
Ex 2471**

## Classified Coupon


£7.00 for 30 words. Semi-display £18 for S.C.C. plus VAT  
Ring 01-251 4222

Warning:  
 1. The code  
 2. is not  
 3. up to  
 4. date

All classified ads are subject to space availability.

Please print capitals  
I enclose cheque for £ \_\_\_\_\_ made payable to Irving Publications Ltd  
Name \_\_\_\_\_  
Address \_\_\_\_\_  
Total number of words \_\_\_\_\_  
Post to: AD DEPT., C + VG, 24-32 Farringham Lane, EC1R 3AU



**NEXT MONTH**

**WE ARE**

**100**

**AND WE'RE  
CELEBRATING THE  
HUNDREDTH ISSUE  
WITH SOMETHING  
UTTERLY  
INCREDIBLE...**

**SO THE MESSAGE IS SIMPLE: DON'T MISS C+VG  
ISSUE 100 OR YOU'LL MISS SOMETHING VERY  
SPECIAL INDEED!!!  
OUT ON FEB 16. BE THERE.**

# SPACE ACE

**BY ENTERTAINMENT INTERNATIONAL/READYSOFT**

A mini-revolution occurred in the arcades during the early 80's when a chap called Don Bluth and coin-op giants Atan developed the Dragon's Lair coin-op, an awesome graphic extravaganza which used video-disk technology to give the player the impression that he was interacting with a cartoon show. It was very popular, and even though the technology was unreliable, Don Bluth developed a second laser game, Space Ace. By last year, computer technology had advanced enough to allow Dragon's Lair to be converted to the Amiga. Now Space Ace is here.

The first game was set in the mythical Dark Ages and starred a blonde, square-jawed hunk of a guy by the name of Dirk Daring. Space Ace, as you'll have guessed, takes place many years into



▲ Bork lets rip with the inferno ray!

▼ Yikes! A ugly, lethal creature!



# ACE

In the future, Ace, the hero, and his girlfriend Kimberly are off to crush the tyrannical alien Borf and his gang of weird hench-things, when the big, blue baddie himself appears, whisks Kimberly off in his spaceship and blasts laser bolts at Ace.

That's where the game begins, with you reacting to Ace's movements in an attempt to negotiate 33 different scenes, rescue Kimberly and defeat Borf all at the same time.

Control is simple at certain points in the game: you have to choose an action for Ace by pushing the joystick in one of four directions, or pressing fire. The correct decision moves Ace on to the next piece of animation, while failure results in the loss of a life. Timing is critical too: the right move at the incorrect time also spells disaster. Successful completion of each

▼ "You cannot win!"



▲ Hooray! Ace gets his girl!  
scene adds extra points to your total, an extra life being awarded at every 10,000 points.

Dragon's Lair suffered from the fact that the gameplay was amazingly simplistic and that you could go all the way through the game in one sitting. Space Ace, unfortunately, is exactly the same,

and in fact is even less challenging. It took me about 45 minutes to finish the game. And after that the appeal wanes.

The graphics may be uninspiring, the sound cannot be faulted, the amount of disks has even been cut down to four, from the original six, and you don't need

▼ Jump for the rape, Ace!

a megabyte expansion to run it on. But strip away the visuals, and you've got an unbelievably simple game. Just choose one of five directions at any crunch point and you either win or lose. Utterly pathetic.

Space Ace is an amazing computer demo. But at £44.95 it's scandalously overpriced.

PAUL RAND

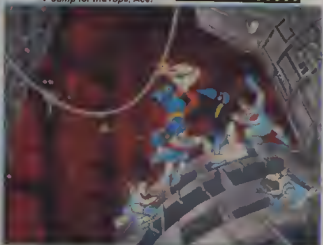
## UPDATE

There is an ST version planned which will look, play and cost exactly the same as Space Ace on the Amiga.

AMIGA	£44.95
GRAPHICS	94%
SOUND	95%
VALUE	33%
PLAYABILITY	38%

Cartoon-quality graphics and amazing sound make this a stunner to look at and listen to. But the gameplay is unbelievably poor, and it's possible to complete the game within an hour of purchase.

OVERALL 39%



# BE HARD!!

A LEATHER MOTORCYCLE JACKET WITH ACCOLADE!

Hands up all those who have always wanted to roar through the streets on a massive, 1100cc motorbike, scaring dogs and making old ladies drop their shopping as you zoom past. The dream of every budding Helels Angel is to own a smart leather biker's jacket of their very own, and that's exactly what is up for grabs in this fab competition.

To celebrate the release of the new game *The Cycles*, those veterans of the 3D computer racing world Accolade are offering not one, but TWO lucky readers the opportunity to pull on this marvelous example of black cowhide (that's leather to you) and pose around the streets, looking really hard, being the envy of his friends and stuff like that.

If you want to be in with a chance of picking up such a lovely first prize, or one of the 10 runners-up prizes of a rather natty *Cycles* T-Shirt, put your thinking caps on and answer the following questions.

- 1 Name five makes of motorbike.
- 2 In which film did the young Marlon Brando don his leathers and zip up the roads on a powerful motorbike?
- 3 Name one motorcycle with a top speed of over 150 mph.

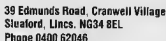
Write the answers on a postcard on the back of a sealed envelope, stating your chest size (so we know what size clothing to send) and deliver your entry post-haste to: HITCHCOCK LOOK LIKE JAMES DEAN IN MY GROOVY BLACK LEATHER JACKET COMPETITION, PRIORY COURT 30-2 FARRINGTON LANE LONDON EC1R 3AU.

The closing date for the competition is 29 February 1990, so get your answers in by then or you be spending the year wearing nothing but your natty old Parka jacket.

*Suzuki, S&S and staff writer not included.*







4215180 READ  
 4215181 THE MOVIE  
 4215182 BEAT WILKEY  
 4215183 SEVENTEEN TALL DOPS  
 4215184 SEPMAN  
 4215185 CRUEL  
 4215186 CRI 111 COMMAND  
 4215187 ENDS 10  
 4215188 CONTINUT CONC  
 4215189 DAVE SO THE PHOONAN  
 4215190 DRAGDI SHUNT  
 4215191 SASSA'S DOPPEL DODDER  
 4215192 GIMMIE WING  
 4215193 SASSA'S DOPPEL  
 4215194 HAD O GINT  
 4215195 TINGLES BY THE LANCE  
 4215196 HILLSMAN  
 4215197 I GOT MY LAST CRUSADE  
 4215198 JUNE 10W 5 ULTIMATE DANCE  
 4215199 WOODWALKER  
 4215200 RYTH  
 4215201 RIN 1 61

PITCHBERRY  
 POOL OF RAGNAROK  
 PRAECORP  
 ROCK 'N' ROLL  
 SCAPGOAT  
 SILVER SALES OF AMERICA  
 SINGERS  
 SLEAZEBAG  
 STAR WARS TRILBY  
 STROM  
 THE CAMP  
 TOLAN TRILBY  
 TOM & JERRY 2  
 TUBES  
 UNCLE OUTRIN  
 UNUSUALS  
 WIRE DREAMS  
 WINDYBITE

**SPECIAL OFFER FOR A LIMITED PERIOD  
BUY 4 GAMES AND GET 1 MYSTERY GAME FREE**  
FOR OTHER TITLES AND FORMATS ALSO AVAILABLE  
INCLUDING SUGGESTED BONUS FOR A LIST OR GIVE US A WINN  
WHICH FORMAT DESIRED. IF YOU CAN'T FIND WHAT  
WANT - ONLY AS A FINE - AVAILABLE 7 DAYS A WEEK  
NEW TITLES ONLY ON DAY OF RELEASE  
PAP INCLUDED FOR G.L.B.  
FOR CDS PLEASE ADD 2.95 PER ITEM. OVERSEAS CP  
PAGE MAKE CHECKS AND POSTAL ORDERS PAYABLE TO  
**SUNCOM**  
MAIL ORDER ONLY



# ADVENTURE

Well, well, well. Three holes in the ground. Or is that an adventure column I spy with my little ear. Who knows the secret of the Black Magic box? Perhaps Keith Campbell does?

All those pressing problems that you puzzle over as you play through the game are what make a good adventure addictive. And when you finally complete it, all will have been revealed, and the game can be put aside with satisfaction.

Or can it? Some adventures have been known to end without all the problems having to be solved. Take the case of *Ste Crickett of Burtonwood*, who recently finished *King's Quest I*. In so doing he never did discover the name of the gnome on the bridge who asked him to guess his name. And now it's driving him mad - Ste still desperately wants to know the name of this little-known gnome!

Frank Dolmans is another addict of *Sierra adventures*, and he managed to complete *Space Quest III* in fifteen days flat without any help - no mean feat! But *Police Quest II* is a different story. Frank, trying to get inside the *Smuggler's Inn*, gets shot to pieces every time he kicks the door in!

I make a point of trying to answer every letter that arrives at the Helpline, but that's not always possible. Take Paul S, for example, having trouble with a drunken driver in *Police Quest I*. I wrote a reply, and was just about to address it, when I realised that his full name was not the only thing he'd failed to give. Somehow I don't think "Queensland, Australia" would find Paul S! So here's a way to do with the drunk. Ask for the driver's licence, tell him to get out of the car, and smell his breath. Administer an FST test, handcuff him, read him his rights, and then get him into your

car and drive him off to the jail.

A Mr X wrote a couple of months ago, asking how to pick up the stool in the clock-maker's in *Jinxter*. "Easy!" I told him, and went on to explain. Mr X wasted little time in writing back to complain "I beg to differ that my problem was an easy one! Your response may be the correct answer, but this can, of course, only be done if one actually possesses the relevant charm, which unfortunately I do not." Which just goes to prove that what you think is holding up your progress may not be the real problem at hand. So if you write in for help, make sure you list all the things you know that you can't do or haven't obtained.

## ROLE CALL

Placing an eye in the *Mad God*, as suggested in the November issue, did not help Paul Stephenson of Finchley to enter the first tower in *Bard's Tale*. Paul would like to know exactly what to say to the priest, and also how to find the gates in the sewers, which are eluding him. Jesper Kallesoe of Randers in Denmark, has mapped the first sewer in *Bard's Tale*, but found nothing of interest. Has he missed something? Jesper is also seeking the words he should say to the priest in the *Mad God's* Temple. And in general, Jesper wonders if there are any places he can go to score a decent number of experience points and collect a worthwhile amount of gold?

You want gold my boy, you shall have it! Here is a way to get it that may make you wish you'd never asked! Go to the bank and list the ac-



counts, and you should find one with just asterisks in it. Close it and you'll get one billion gold pieces - enough to make you popular at the inn for the rest of the game! Thanks to Jason Watson of Wellington, New Zealand for this outrageous swindle!

Meanwhile, Kevin Thompson of Lanarkshire is very close to finishing *Bard's Tale*. It is only the whereabouts of the Silver Circle that is holding back. Who can help him polish it off?

Jan Farmer believes he was one of the first players in the UK to complete *Pools Of Radiance* after its release here. And he has some info on the *Tyrantthraxus*! The one in the SE corner of the hedge maze is a human imposter. Go to the NW corner, and into the room where earlier you may have found a priest. Walk through the south wall - it is an illusion.

Jan disagrees with Jim Laver, who last month told us he thought the vampire had died before the start of the game. So lor Patrick Halm and anyone else still looking lor it, go to the NE corner of the graveyard. "If you beat him there, he flees to the cross-shaped building. You can kill him there, too,"

says Jan.

Finally, Jan says that the Kobold colony will be lound by looking at Journal Entry 28

## WRITE IN

Help welcomed and dispensed here! Write to me at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, about Adventures and Role Playing Games. If I haven't got a ready answer to write back to you, there's thousands of readers out there who are just waiting to help you!

## HOME GROWN

It is my practice not to include reviews of home grown adventures that are of poor quality, and thus, when about a year ago I received a copy of an adventure entitled *Dead End*, written by Martyr Westwood, I returned it to him. There were a couple of basic faults with the way the game worked, and I enclosed some suggestions that might make it more playable.

Thinking it was unlikely I would hear any more of the game, I was slightly surprised when it resurfaced just a few weeks ago. And on playing it, I was amazed!

# URE

From the sort of game adventure enthusiasts would contemptuously switch off after just five minutes of play, Martyn has turned *Dead End* into a highly playable adventure, full of atmosphere.

Inspired by the 1944 RKO film *Farewell My Lovely*, the game has all the atmosphere of an old black and white private eye movie, particularly on the ST version, which includes digitised stills from the film itself. There are other differences between the versions, too, notably the much faster response time on the ST (even when displaying graphics), and in the structure itself. For example, on the 8-bit versions your gun is in your inventory at the start, whilst on the ST, you must pick up your raincoat (non-existent on 8 bit) to reveal your holster with gun in it underneath.

With the cassette or disk comes a professionally printed handbook with glossy cover, containing loading and playing instructions, together with the background to the story. The whole package is so well executed and

presented, that in happier times for the adventure market, *Dead End* would undoubtedly have been snatched up by a publisher and be on sale in the shops. As it is, Martyn has set up his own company, Interactive Technology, through which to sell the game. And already two more titles are planned: *A Dark Sky Over Paradise*, and the first of a fantasy series, *Doom*, due in March.

A little price for the 8 bit

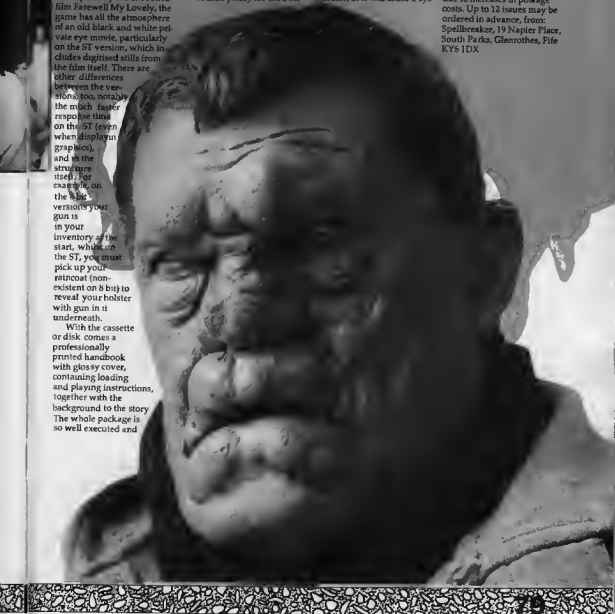
versions, but superb value for what you get on the ST, *Dead End* is available on cassette for 48k Spectrum, Commodore 64, at 7.95, and on disk for Atari ST at 9.95. Order by mail direct from Interactive Technology, PO Box 146, Sheffield S13 7TY.

Note: The ST version comes on double sided disk. It MUST be run from Drive A, and the computer MUST NOT be connected to a hi-res monitor, or it will cause a sys-

tem crash when executed. If you have an internal single sided drive plus an external double sided drive, you will not be able to run the game without a utility that enables Drive B to become Drive A.

## SPELLBREAKER

The price of *Spellbreaker*, the adventure fanzine mentioned last month, has had to be increased to 1.50 due to increases in postage costs. Up to 12 issues may be ordered in advance, from: *Spellbreaker*, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX



# CLUES

# A

More or less all you need to solve Hitch Hiker's Guide To The Galaxy, in more or less the right order...

**BULLDOZER:** Lie down in front of it to stop it advancing. Ignore Prosser's yelling, and wait until Ford Prefect arrives.

**PUB:** Drink the beer three times, and buy a cheese sandwich. Leave the pub and feed the yapping dog with the sandwich.

**DARKNESS:** This is a puzzle that links other puzzles throughout the game. Type SEE, HEAR, TASTE, FEEL, SMELL, in turn. Finally, re-type the sense that is missing from the list of things you cannot do, and you will get a new message. Then do what you are able.

**BABEL FISH:** Put the gown on the hook, and the towel over the drain. Cover the panel with the satchel and put the mail on the satchel. Press the button on the dispenser.

**ATOMIC VECTOR PLOTTER:** Press the switch by the case, and note which word of the captain's poem you need. Wait until the guards take you to the Captain, and wait until he has read four lines of verse. Then tell him you enjoy poetry, and he will begin the second verse. Note the word you need. When you are taken back to the hold, enter: TYPE followed by the required word enclosed in double quotes. The case will open and you can take the plotter.

**IMPROBABILITY DRIVE:** Go there, LOOK, and take everything you see. Ignore messages that suggest you can't either get there or took around - just keep trying until you succeed.

**TEA SUBSTITUTE, THE PLOTTER, AND THE DRIVE:** Press the pad on the Nutrimat to get the tea substitute. Insert the small plug on the drive into the small receptacle on the plotter. Put the dangly bit into the cup, and press the switch.

**BUGBLATTER BEAST** When it asks your name say "Arthur" and go east. Put the towel over your head to confuse it into thinking it can't see you. Carve "Arthur" on the stone. On reading this, the beast will think he has already eaten you, and proceed to sleep his meal off.

**COUNTRY LANE:** Give the towel to Arthur who is lying down in the road. He will refuse to take it. Go to Prosser and tell him to lie in the mud. Go to the pub, and buy peanuts and beer. Drink beer, and tell Arthur to drink beer. Give him the satchel fluff.

**THE PARTY:** Drink the liquid, open your handbag, and examine Arthur. There is a piece of fluff clinging to his jacket - take it and put it in your handbag, then wait until Phil takes you away.

**SPEEDBOAT:** Steer the boat towards the spire, take the toolbox, and examine the seat. Look under the cushion and take the key and the fluff. Go to the dais, and wait until Trillian grabs you.

When the guards rush up to shoot, tell them to drop their rifles, take the blaster from Trillian, and shoot the rifles.

**MICROSCOPIC SPACE FLEET:** Get the awt and listen to the conversation. When you are put in the maze, continue south until you reach the particle. Take it - this is common sense.

**REAL TEA:** Go to the nutrimat and open the panel at the back. Get the board and insert the interface, then press the pad. The nutrimat is now totally occupying Eddie, the on-board computer. When the missile attack starts, insert the large plug into the large receptacle, and press the generator switch. Return to the nutrimat where there should be tea in the slot. Take tea and no tea, return to the bridge and remove the dangly bit from the tea substitute and put it in the tea.

**WHALE:** When you feel a warm squishy liquid while you are in the dark, drink it

to get to this puzzle. You are in a sperm whale, by a flowerpot. Get it, and plant each bit of fluff in it. Put the flowerpot into the thing your Aunt gave you, and put the thing in your pocket.

**FLUFF TREE:** Soon there will be a small plant growing in the flowerpot. Go into the sauna, and it will grow. Examine the plant and get the fruit. It is the fruit of foreknowledge - eat it and you will be told which tool Marvin needs to unjam the hatch. Take it.

**SCREENING DOOR:** It is possible to open the door if you are carrying both tea and no tea, and have removed common sense from the maze. Drink the tea to ward off the waves of depression coming from Marvin, and go

west. Ask Marvin to open the hatch.

**HATCH:** Drop everything except the required tool, go east, down, and east, and wait for Marvin. Give him the tool he asks for, and he will open the hatch in three tenths of one second. To complete the adventure, go west, and then down through the hatch.

# Z



# CABAL



**CRITIC** CABAL WITH ITS PARODY ON THE BEST OF THE CONVERSATIONS TV SETS - YOURS TO WIN  
**CRITIC** GOOD CONVERSATION WITH EXCELLENT GRAPHICS AND DEFINITELY WORTH THE MONEY.  
**CRITIC** THE MONEY.



The calm-up...  
 they with...  
 for protection...  
 conditions...

...single shot...  
 and light...  
 our former...  
 leader, and now...  
 more face to face...  
 relationships...  
 Equip...

AMSTRAD  
 SPECTRUM  
 £9.99

**ocean**

Software...  
 Street...  
 Telephone...  
 Telex...  
 Fax...

# NINTENDO

## MEAN MACHINES

### MEGA MAN

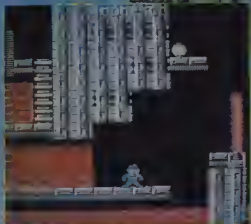
with [www.nintendo.com](http://www.nintendo.com)

When six evil and dastardly villains are all planning to take over the Earth, who're you gonna call? Not the Ghostbusters, that's for sure - Mega Man is the guy you deal. He's the hardest hard man in the entire Universe.

The six baddies are Cutman, Gutsman, Iceman, Elecman, Bombmen and Fireman, and each lives deep in his own extremely well-guarded scrolling platform world. And it's into these worlds which Mega Man must travel alone, armed only with a gun.

Each World has a theme pertaining to the character who lives there - Iceman, for example, is found in a cold world of slippery platforms and freezing baddies, while Bombman lurks in a world of walking bombs and gunnals. All the worlds are infested with baddies who attempt to wear away Mega Man's energy bar, and if it's depleted three times, the game ends.

And this happens quite a lot, because Mega Man is one tough game - much harder than the Mario games, for example. There are simply loads of horrible hidden traps, tons of very aggressive creatures and, at the end of each level, the big baddie himself. But although the game is very hard, it's also very addictive, and you come back to it time and time again for "just another go". It's kept me up until the early hours for quite a few nights running!



If you're after a challenging and very addictive platform game, look no further than this - it's mega, man!

**JULIAN RIGNALL**

## C+VG HIT!

**NINTENDO £29.99**

GRAPHICS	88%
SOUND	87%
VALUE	84%
PLAYABILITY	92%

*Not a game for novices Mega Man is a tough and uncompromising, yet highly addictive platform game which requires very good gaming skills and lightning reflexes. It's not one you'll complete overnight.*

**OVERALL 89%**

# WIZARDS & WARRIORS

Whenever you go, there's always a damsel in distress, covered by evil ogres and demons. The world of Wizards and Warriors is no exception - a gang of demons has captured all the king's princesses and now holds them captive in the over and underworlds.

At the end of the stage, you face a huge creature such as a centaur. Magic, you set off to the rescue. Each area is full of eldritch creatures, all out to reduce your energy and eventually kill you. Shoot them and they sometimes leave behind coins (for points) or magic gems (for special temporary power). At the end of the stage, you

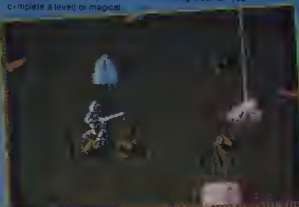
face a Skull. Defeating them, the damsel from bondage and sends you onto the next area.

Red, blue and brown keys are vital to success. They open corresponding chests and doors. In the chests you either find gems (worth loads of bonus points when you complete a level) or magical

gems.

These include a Wand, Wonder (ring of flames), Shield of Protection, Pot of Levitation ( handy for reaching parts other pots cannot reach) and Boots of Lava Walk (necessary for Level Three).

Wizards and Warriors is a very simple platform game with some neat extras bolted on. Just when you think you can't get any further or you're stuck in a tight corner, you



find the solution and you're off again. The only problem is that it can become repetitive, and all the levels are similar in style, if not in graphics.

Worth a look if you're into platform games, but Mega Men is much tougher and has more lasting appeal.

**JULIAN RIGNALL**

**NINTENDO £29.99**

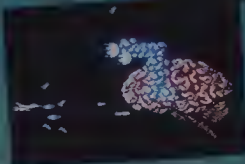
GRAPHICS	78%
SOUND	76%
VALUE	74%
PLAYABILITY	79%

*An enjoyable platform game with a very large playing area. It's great fun at first, but the gameplay's not very varied and its appeal wanes after a while.*

**OVERALL 74%**

# MEAN MACHINES LIFE FORCE

BY KONAMI



▲ **Shovel it in the eye!**



seed ups and down salt  
 she they'll live or war  
 re pair the knot  
 slabs and wall by  
 planes will have a  
 "ough space as the  
 like pen  
 threatening to crush  
 to a pancake  
 there's  
 I'm nasty end of  
 baddees to keep you on  
 toes

...the Force is a brilliant con-  
version of the Salamander  
...on op... with loads of things  
...screen almost all the time,  
and no drop in speed. The  
blasting action is on a par  
with the original, almost to  
the point of attempting to ram  
a couple of ten pees into your  
machine when you die. Shool  
...em up fans shouldn't miss it.

PAUL RAND

INTENDO £29.99	
GRAPHICS	86%
SOUND	84
VALUE	85%
PLAYABILITY	87%

One of THE shoot 'em ups makes its Nintendo debut, and how Classic action and great graphics put Life Force up there with the best of 'em.

OVERALL 87%

▲ Using the force, two options and double lasers.



# CHASE U.C.

**THE  
FASTEST,  
MOST THRILLING  
3D DRIVING GAME YET!**

Take the wheel of this turbo-charged Fordite as you and your partner gun down hordes of vicious criminals all driving on an array of souped-up roadsters.

**TURBO BOOST!**

Need to catch up in a hurry? Hit just one piece of your Turbo Button will leave your eyes in the back of your head!  
**BARRELLING THROUGH  
THE CITY STREETS**

Take the roughest of dirt tracks and through the roughest of twisties—if you can hold the line!  
The law can run, but they can't hide.

VOTED

**ARCADE GAME OF THE YEAR**

AVAILABLE NOW FOR:  
**SPECTRUM • AMSTRAD  
COMMODORE  
ATARI ST • AMIGA**

**ocean**

Ocean Software Limited • 6 Central Street • Manchester • M2 5NS  
Telephone: 061 832 6633 • Telex: 669977 OCEANS G • Fax: 061 834 0650

# NINTENDO

# MEAN MACHINES

## TRACK & FIELD II

**T**rack and Field appeared in the arcades about five years ago and was one of those coin ops in which you hit the buttons as fast as you can to make your on-screen athlete run, jump or throw. Track and Field II is the follow-up, but as well as lots of button-bashing, some skilful tactics are also required.

There are twelve different events in all: landing, triple jump, freestyle swimming, high dive, clay pigeon shooting, hammer throw, taekwondo (arm wrestling), pole vault, canoeing, archery, hurdles and horizontal bar, and each requires a different approach.

At the start of the game one of three modes of play can be selected: Training, which lets the player practice events, and Olympic in which the player embarks on a full Olympic tour, with the option to choose which country he wishes to compete for. All events have a qualifying time or score, and failure to qualify on enough events on a particular day results in the end of the game.

Finally, there's Versus, where two players are given the opportunity to participate in the two-player events of taekwondo and tending without the hassle of entering the Olympics or the annoyance of being thrown out of the game in Training should either player lose.

Track and Field II combines large, brilliantly animated sprites and well-drawn backdrops and great

plays itself. It's one of the best arcade games to turn around. The twelve events are varied and offer plenty of challenge and it's plain you can't just try to see if you can break your records. If you're a sports fan, you'd be a nutter to miss this.

# C+VG HIT!

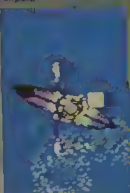


▲ A marksman on the "Pull"



▲ The competitors arrive at the airport.

NINTENDO £29.99	
GRAPHICS	91%
SOUND	88%
VALUE	89%
PLAYABILITY	94%
Great to look at and even better to play. Combining twelve great events and brilliant visuals, this sports simulation is a winner all the way.	
OVERALL	92%



▲ Paddling your own canoe

**C+VG makes**



**War and Peace  
look like a note  
for the milkman**



**ADVENTURE  
HELPLINE**

Do you play computer adventures?  
Have you ever been faced with a  
seemingly impossible situation?  
**WE CAN HELP YOU**

Our adventure rescue team works 7 days a week until  
midnight and will be pleased to answer your queries. We  
offer help with any game on any computer, so, if you are  
tearing your hair out ring this number now:-

**0898 338 933**

Calls charged at 25p per minute. Mo at peak rate.

**TELEGAMES**

Europe's Largest Stock of Video Games and Cartridges for:

NINTENDO  
GAMEBOY

SEGA / MEGA DRIVE



KONIX



PC SUPER GRAFX

A. LYNX

Intellivision



Also available one great video  
(over 400 games shown)

**What Games can I buy?**

**Which console is compatible?**

**Do I need a monitor?**

**What is SCART?**

**How about NTSC-PAL-SECAM?**

All these, and more, answered for just £14.95.

Order Now from

**TELEGAMES.**

Wigston, Leicester LE18 1TE (0533 880445)

*Still Europe's Largest Video Game Centre*

**CHECK OUT THESE PRICES FOR CONSOLES**

PC ENGINE ..... £109.95

SEGA MEGADRIVE PAL ..... £109.95

**SEGA® WE ARE SELLING GAME CONSOLES  
AT WAREHOUSE PRICES.**



WESTLAKE also sell the CD-ROM for the PC engine at a really low price. Our  
game titles and stock can't be beaten by any other mail order house and we stock  
months ahead of our competition.

PC ENGINE GAMES STARTING FROM £6.95. SEGA GAMES STARTING FROM £17.00.

PC ENGINE SUPER GRAFIX now in stock at £190.00 (NTSC colour composite)

£220.00 (RGB SCART for connection to any Scart monitor)

eg. Amiga 10845 and Phillips CM8833)



8G, 2 Marconi Road, Kowloon, HONG KONG or call 010-852-3-794-0285  
or Fax: (international) 8 52-3-871-967

VISA-MASTER Surcharge 3% include A/T No. Expiry and the shown on the card  
(NO PERSONAL CHECKS ACCEPTED)

When ordering add £10 (AD\$20) for consoles. Add £2.50 (AD\$5) P&P for games.

# MEAN MACHINES MR HELI

BY IREM

**M**r Heli is a fat, orange helicopter with short, chubby legs. He gets his kicks in life by flying around his world, liberating each country he enters and collecting loads of crystals on the way. So imagine his delight when, courtesy of Irem, he's given the opportunity to do just that in a fab conversion of the coin-op machine.

The multi-directional scrolling levels which make up the six countries in Mr Heli's world are inhabited by manic machines, controlled by a big metal contraption at the end of each stage, and all of them

are gunning for our happy helicopter's blood (or should that be petrol?) in the hope that they can defeat him before he reaches their messieurs. Should they fail, the big lads themselves are all heavily armed and waiting to deal a fatal blow to the chubby chopper. Although Mr Heli begins with only a weedy single-shot gun, one missile tube and a few bombs, more powerful weapons can be bought at vending machines situated throughout the levels, using money gained by picking up the crystals which are hidden inside the disposable scenery.

If you enjoyed playing Mr Heli in the arcades, then hesitate not in purchasing this accurate Engine conversion of the game. Mr Heli and all his adversaries are nothing short of pixel perfect, compared with their arcade counterparts, and all of them are animated superbly. Music and sound effects are all flip-top too. Playing the game demands high levels of concentration, joyed-deftness and first class arcade skills, as the baddies keep you on your toes from beginning to end, and some of those end of level guardians are a real pig to defeat!

The PC Engine comes up trumps yet again with a

cooker of a conversion in Mr Heli. It's a difficult game, but one which you'll find almost impossible to leave alone until you get to the very end of a task which will take a long time, believe me.

PAUL RAND

**C+VG  
HIT!**



ENGINE	£30.00
GRAPHICS	91%
SOUND	90%
VALUE	85%
PLAYABILITY	85%

Absorbing shoot and collect 'em up action as you guide the cute Mr Heli through a brilliantly converted version of his coin-op exploits. Snap it up if this is the sort of game which appeals to you.

**OVERALL 89%**

# COBRA TRIANGLE

BY NINTENDO

Ever wanted to take to the water in a mega-powerful speedboat, armed with an on board cannon and missile launcher, and blast everything out of the way? If so, Cobra Triangle is the game for you.

It's a multidirectionally scrolling 3D forced perspective game with 25 different levels, varying from racing sections and target shoots to defusing mines and rescuing swimmers from being towed away by enemy ships.

First up is a twisting river down which you must race. There are other boats on the water, which can be blasted out of the way, and also power-up pods which can be picked up to give extra speed, missiles, faster shots, shield or turbos.

Finish that and there's a bonus stretch of the river to negotiate: jump over ramps to collect suspended add-ons and mystery extras before the timer runs out.

Next is mine defusing, where four mines, guarded by an enemy boat, have to be dragged to a detonation area and exploded within a time limit. Fail and you lose a life. Then there's defending swimmers in the middle of a lake from marauding enemy



**C+VG  
HIT!**

boats. The boats attempt to tow the swimmers away from them away, blast them before they reach the side of the lake and tow the swimmers back to the middle and they're alright - let the enemy reach the bank and that swimmer is lost.

Finally there are two very tough races upstream dodging logs and whirlpools, only to find yourself transported to the lair of a sea monster, which must be destroyed by repeated blasting - and there's still twenty more levels to go!

Cobra Triangle was programmed by Rare, better known to computer game players as the legendary Ultimate Play the Game! And like their old games, this is utterly superb.

The graphics are amazing, with smooth scrolling and utterly convincing sprites, but it's the playability that makes Cobra Triangle one of the best Nintendo games around. It's incredibly addictive, and once you've started playing it's really difficult to tear yourself away.

Put it at the top of your shopping list!

**JULIAN RIGNALL**

**NINTENDO £29.99**

GRAPHICS	92%
SOUND	86%
VALUE	90%
PLAYABILITY	95%

A highly original and utterly superb arcade game which is simple to play, yet fiendishly addictive. Don't miss it.

**OVERALL 93%**

MEGADRIIVE

# MEAN MACHINES

## FORGOTTEN WORLDS

When two dudes fly into enemy territory armed with a couple of laser rifles and towing floating grenade launchers, you know that there's trouble brewing.

And indeed there is. These two guys are on a mission to hunt down and destroy an evil villain who is plotting the destruction of the entire universe. Between you and him are horizontally scrolling levels that are packed with all sorts of horribly aggressive baddies and, of course, a huge end-of-level creature.

When aliens are blasted, they sometimes leave behind blue Zenny. The local currency which can be picked up and added to the player's cash total. Occasionally a shop pops up from under ground, and the two fighters

can enter and spend their dosh on the latest weaponry, better armour or even extra energy to heal their battle scars.

Although *Forgotten Worlds* is a very slick program which grabs you instantly and keeps you playing, it has two annoying little nig-gles. In two player mode you have unlimited levels (which means you can finish it fast), even if you do get a pa-the-tic score, and if you play one-payer, the game is just a little too easy. In the standard setting. To get a decent challenge you have to set the difficulty level on the option screen to "hard", instead of "normal". Why not have "hard" as the "normal" level and have the "normal" level as "easy" so rubbish players could switch to it if they get

nowhere? Still, the action isn't ruined by these annoyances, and as long as you remember to select the hard difficulty level when you play, *Forgotten Worlds* is a superb shoot 'em up which should keep Megadrive massacre maniacs more than happy.

JULIAN RIGNALL

**C+VG  
HIT!**

★★★★★

▼ The trash gobbler - easy!



▲ EEEEEEEK!!

SEGA £31.90

GRAPHICS 88%

SOUND 86%

VALUE 81%

PLAYABILITY 85%

A very polished shoot 'em up that offers plenty of action and some great graphics and sounds. As long as you select the "hard" difficulty level on the options screen, it's a demanding blaster that should keep trigger happy players very happy.

OVERALL 86%

▼ The trash gobbler - easy!



# KUJAKU II

BY NICKY

Here's a game for all you Megadrive-owning fringe vestites out there: the main character dresses up in women's clothing! For reasons best left unaid, our hero/heroine/whatever has decided to charge through a land made up of seven levels, dealing death to the hordes of ferocious monsters which inhabit each one. As well as the more normal ferocious, terrifying beasts found lurking in all the best

haunted forests, Ku/jaku also comes across babies which mutate into creeping slime when butchered, the spitting gargoyles which guard the underground tunnels on level three and fat magicians who conjure up kamikaze birds. And, of course, there's the stilettoy end of level guardian lying in wait to lease and terrorise you into forfeiting your three lives and join their undead brethren.

Kujaku II is an interesting



## A Yikes! A diving golem!

little game. At first glance it doesn't look like anything special, okay, it has great graphics and sound, but to begin with gameplay seems to be of the "oh crumbs, not more running and shooting through a plethora of levels" variety. And indeed, that's exactly what it is. But the many different baddies come at you fast, keeping you on your toes all the time.

If you're after a game with the same hectic playability of something along the lines of Ghouls 'n' Ghosts, but refuse to fork out the cash which that amazing cart demands, Kujaku II is a respectable second choice. Although I wouldn't recommend wearing your sister's best evening gown while playing!

PAUL RAND



## MEGADRIVE £32

GRAPHICS	82%
SOUND	81%
VALUE	82%
PLAYABILITY	84%

Although we've seen it all before, Kujaku II is one of the best of the lot. Smashing graphics and sound, and some really steaming hot gameplay to boot.

## OVERALL 84%

# MEGADRIIVE

# NEW MACHINES

BY SEGA



He's back! And his mum's bleached his clothes! The black-garbed hero of the original Sega arcade and console game returns, larger than life and wearing white gear, in an arcade adventure cum-beat 'em up.

The forces of evil are playing up once more, but instead of taking hostages as a means to getting what they want, they've taken the easy option of recruiting a considerably large amount of deadly orientals to their already bulging forces in an attempt to overrun the world with their own unique brand of malicious violence.

So, out of retirement comes the Super Shinobi. His mission entails the liberation of the many areas which have been seized by the enemy, using an awesome blend of ninjutsu, weapons, a super-jump (which allows Shinobi to reach the higher parts

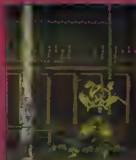
of a boss's lair), special ninja 'age'.

Each level consists of three areas, the last one containing the statutory end of level guard-an. These range from relatively weedy shogun war 'rits' to the end of level one's more dangerous shadow boss and dino-saurus! All require a number of accurately placed shots before they die and allow access to the next stage.

Although Super Shinobi offers little in the way of innovation to the seasoned arcade addict, the game is an absolute ringer both to look at and play. Graphically it's superb much better than the original (in arcade form) with a lot of variety in the brilliantly animated sprites and moody backdrops. The fitting sound effects are on a par with the graphic quality of the game and the music is absolutely fantastic - easily the best heard on the Megadrive!

Super Shinobi is a tough game which is guaranteed to keep you glued to your seat for a long, long time.

PAUL RAND



MEGADRIIVE £32

GRAPHICS 94%  
SOUND 96%  
VALUE 90%  
PLAYABILITY 93%

*Brill graphics, exceptional sound and uncomplicated, addictive gameplay make for excellent ninja-fighting thrills 'n' spills.*

OVERALL 93%

C+VG  
HIT!



# IT'S NOT THE BUSINESS!

FROM THE PEOPLE THAT GAVE YOU THE  
MAGAZINE OF THE YEAR COMES THE  
MAGAZINE OF THE NEXT DECADE

## PC LEISURE

THE COMPLETE GUIDE TO ENTERTAINMENT  
FOR THE IBM PC AND COMPATIBLES

FIRST ISSUE FEATURES INCLUDE

PC PLAYTHINGS  
A LOOK AT ALTERNATIVE  
ADD-ONS

FLIGHTS OF FANCY  
WE ROUND-UP THE LATEST  
IN SIMULATIONS

ART 'N' NOISE  
MUSIC, MIDI, ART AND ANIMATION



PLUS!  
OVER  
**50**  
GAMES  
REVIEWED!

**ON SALE MARCH 15**  
**AT ALL MAJOR NEWSAGENTS**

# PREVIEW

## GAZZA'S SUPER SOCCER EMPIRE

Us tooty fans down here at C+VG think Bobby Robson is a right div for not including Spura and ex-Newcastle Utd star Paul 'Gazza' Gascoine in the England first team, and I bet that you lot out there feel the same way too. So, to get yourself in the mood for a spot of Robbo-bashing, here's some screens from the forthcoming game-of-the-footy-player. As well as the more usual horizontally scrolling pitch-side action, there's also a vertical view of the goal when either your own



team or the opposition go for a strike. Not only that, but there's the option to customise your team, making Gazza and the boys a more potent strike force than per-

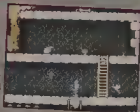
naps they are in real life.  
**RELEASE:** ST AMIGA  
**C64 AMSTRAD SPECTRUM, NOW**  
**PRICE:** ST AMIGA £,  
**C64 AMSTRAD SPECTRUM** £9.99

## BSS JANE SEYMOUR GREMLIN

A strange sort of name for a game, we think you'll agree. But anyway, the plot is such that the Biological Survey Ship of the title has warped too close to a star, killing most of the crew and seriously damaging the ship in the process. The alien life-forms, which were on board the ship for experimental purposes, have escaped and are now roaming the vessel. So, Earth Command have sent a Commander (in the guise of the player) to investigate exactly what has happened and to put any damage right. What fol-

## GHOSTS 'N GOBLINS ELITE

We've had Ghosts 'n' Goblins re-released on 8 bit budget recently. We've had the follow-up, Ghosts And Ghosts, reviewed two issues ago. And, at last, Elite have decided that it's time to launch the first one on 16 bit. The game, which must surely rank as the arcade classic longest



in production, casts you as Arthur, rescuer of damsels and destroyer of devils. In a horizontally scrolling blast from the past, Climb ladders, throw spears at demons and generally have a whale of a time in the conversion of the now ancient Capcom coin-op. The graphics certainly look close to the original, but is the game going to be as addictive today as it was originally? Only time, and a few hours at the joystick will tell.

**RELEASE:** ST AMIGA  
**MARCH, PC SPRING**  
**PRICE:** ST AMIGA  
 £19.99, PC £24.99

## ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS DOMARK

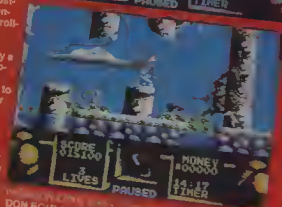
The programming of Domark's latest Tangen conversion is well underway. Last summer, Planet of the Robot Mon-

sters proved quite a culty sort of arcade game, in which the two heroes, Jaka and Duke, have to march around a robot factory where Professor Sarek Bellum and a host of other unfortunates are being held prisoner by the evil Raptlons. As you can see from the screen shots, the programmers have made a good job of the 3D cartoon graphics



## FLIMBO'S QUEST SYSTEM 3

If you think you've seen a game not unlike this on the Thalamus label then you'll not be far wrong, for Flimbo's Quest has been programmed by the same folks who produced Hakeys on the B4. Rescue your girlfriend (again) who is being held hostage (again) in a seven-level, horizontally scrolling platform romp through fantasy land. Flimbo's Quest is only a working title at the moment, and System 3 want readers of C+VG to suggest names of their own. As well as their title and name being used in the game, the winner of this mini-comp will also win a lifetime supply of System 3 software for their machine! Send your suggestions to: MY TITLE'S A DAMN SIGHT LESS GIRLIE THAN FLIMBO COMP, C+VG, 30-32 PRIORY COURT, FAR-



**DO NOT FORGET!**  
Entries no later than 20th February please, after which we'll send them off to System 3 for

**RELEASE: 1991**  
**AMIGA FEBRUARY,**  
**ST SPECTRUM TBA**  
**PRICE: TBA**

lows is a 3D mixture of arcade, strategy and role playing skills as you rush around the ship, programming robots to do various tasks in order to complete the mission. Here's a screenshot or two of the ST version to keep you going.  
**RELEASE: ST AMIGA**  
**PC, MARCH**  
**PRICE: TBA**

which were a major part of the arcade game's appeal, but how well have they copied the gameplay? That is the question, and we'll have the answer as soon as it lands in our letter box in the new year.  
**RELEASE: PC AMIGA**  
**ST C64 AMSTRAD**  
**SPEC, EARLY '90**  
**PRICES: TBA**

## COLORIS AVESOF

Tetris was universally acclaimed as one of the best games ever in the history of computers. Its simple, yet maddeningly addictive gameplay proved a hit across the board, so it was only a matter of time before someone tried to copy the original Rukie Idee. And someone has - well, nearly. Coloris looks similar end, indeed, plays similarly, except that success relies on linking up colours rather than shapes (hence the name). It arrived too late for a review in this



issue, but it's certainly drawn crowds of veteran Tetris players since it arrived in the office. Look for the conclusive re-

view purely sharpish.  
**RELEASE: AMIGA, FEBRUARY**  
**PRICE: TBA**

## WINGS OF FURY DOMARK/ BRODERBUND

NEEEeeoww! AKKA-AKKA-AKKA! Here's your chance to be a WW2 US Navy pilot, riding the skies in a Grumman Hellcat and shooting the shins out of a1 and sundry. Wings of Fury is from Broderbund, the guys who brought you Typhoon Thompson (the Amiga

version of which outshinily!) and golden oldie Choplifter. A Domark peon described Wings of Fury as 'a bit like Choplifter in reverse insofar as you get points for shooting the little men instead of rescuing them. Sounds like our kind of game! Review imminent.

RELEASE: ST AMIGA  
C64 PC ONLY FEBRUARY  
PRICE: ST AMIGA,  
£19.99, C64 £14.99, PC  
£24.99



## ENDURANCE BIKE RACING TAITO

Not to be outdone by snobby Megadrivers, the Engine too has a new motorbike racing game ready for release - and it's so brand spanking new we don't have a proper English name for it yet! Get your two-wheeler kitted out for a spin on treacherous

tracks around the world as you race against the clock and the other bidders, braving the unpredictability of your opponents, the roads and Mother Nature herself - when it rains it pours, and your handling suffers! There'll be a full review next month - check it out, this one's going to be hot.

RELEASE: PC ENGINE, NOW  
PRICE: £29.90



## SUPER HANG-ON SEGA

Get ready for the ride of your lives, Megadrive owners, because the outstanding Super Hang-On makes the leap from arcade machine to console - and it's brilliant! The graphics are

sooooo good you'll believe you've just forced your way into the cartridge slot, and there's even an extra game in there, too! Race around a track trying to beat a rival in the search for extra cash to buy parts for your



bike. If you're a Megadrive-owning racing freak, you can't miss out on Super Hang-On - and that's official!

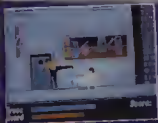
RELEASE: MEGADRIVE, NOW  
PRICE: £29.90

## USA PRO BASKETBALL AICOM

The first basketball sim for the PC Engine is here, and it looks absolutely fantastic! Play against the Engine or a friend in a beautifully presented battle on the court, utilizing all your ball-bouncing skills to beat the opposition to a pulp, score-wise. One

look at the screen shots shown here will tell you how much work has gone into the graphics, with large, well-animated players and brilliant full-screen animated sequences when you go for a basket. If you long for a simulation of this sport on your PC Engine, check out the review of USA Pro Basketball in the very next issue of C+VG.

RELEASE: PC ENGINE, NOW  
PRICE: £29.90



## BRUCE LEE LIVES

### MINDSCAPE

The master of martial arts is resurrected for an all-out assault on enemy forces, brought to you by Software Toolworks. As the lad himself, hone your combat skills in the practice arena before taking on the real baddies, who have kidnapped your beloved companion. Static screens convey the proceedings, as the player wrestles with the huge amount of keys in an attempt to beat the opposition to a pulp. A unique feature of Bruce Lee Lives is the macro-key option, which lets you carry out up to three different moves at the press of a button.

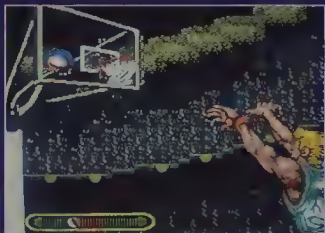
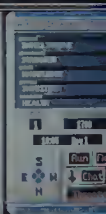
RELEASE: PC NOW,  
ST AMIGA TBA  
PRICE: PC £24.99, ST  
AMIGA TBA

## THE THIRD COURIER ACCOLADE

is  
of  
taking

flame,  
show you m  
to the  
dark, forb  
Epat and

RE  
PC,



[illegible]

## THAT ARE OUT



## RATMARTNE CAPED CRUSADER

"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever—you'd be lousy to miss it." CRASH SMASH

## OPERATION WOLF

**"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business."**

## CRASH SMASH.

© TAITO CORP

1988



## DOUBLE DRAGON

"Skillful programming has taken the superb graphics and adroit play of the monster and faithfully reproduced it on the home computer."

## R-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

CORP 1987

# ILATION PACKS



I can't really put everything  
 over. It's all done with such  
 skill and style that I found  
 to play it again and again.

**DRAGON NINJA**

"A sure winner with the official conversion to the home computer." **COMPUTER GAMES WEEK**, "A very enjoyable and addictive game... The best conversion I have seen on

**the Amstrad.<sup>®</sup>**

AMSTERDAM



# OF THIS WORLD

**ALL AVAILABLE FOR  
AMSTRAD  
COMMODORE SPECTRUM**



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS  
Telephone: 061 832 6633 · Telex: 569977 OCEANS G · Fax: 061 834 0650



# THE SKIES ARE YOUR HUNTING GROUND

## RETALIATOR



"Amusing (not to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen... but it is the sheer depth that makes F2U the best combat flight simulator I've seen.

The wealth of missions is incredible, giving enormous feeling of speed..."

C+VG 97%



"Think of when you get to Polaris and double it: brilliant action and a scenario depth that'll leave you gasping in awe. There are 95 different missions. Retaliator is even better than Polaris, and it's definitely much bigger. A great one, not rather brilliant fighter bomber emulation." Zzap 64



"Utterly mouth-watering graphics and an amazing depth of play... the best flight simulation I have ever seen (and there's nothing as the visible horizon that looks set to come closer) it is not a simulation. It's an experience. Ocean's first flight sim is the best one!" Zzap 97%



ATARI & AMIGA

U.S. AIR FORCE

YOUR NERVE  
IS YOUR  
RETURN FLIGHT

**ocean**

6 Central Street, Manchester, M2 5NS  
Telephone: 061 832 6633  
Telex: 669977 OCEANS G Fax: 061 834 0650